MEGAZONE

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AUSTRALIA
NOVEMBER 1990

SEGA LAUNCH MEGA DRIVE

P-O-C- REVIEWS

TOTAL RECALL Poster

9 312544 002039

The All New

U.S. GOLD®

ATARI ST, AMIGA, IBM PC & COMPATIBLES

THE
Gold
OF THE AZTECS

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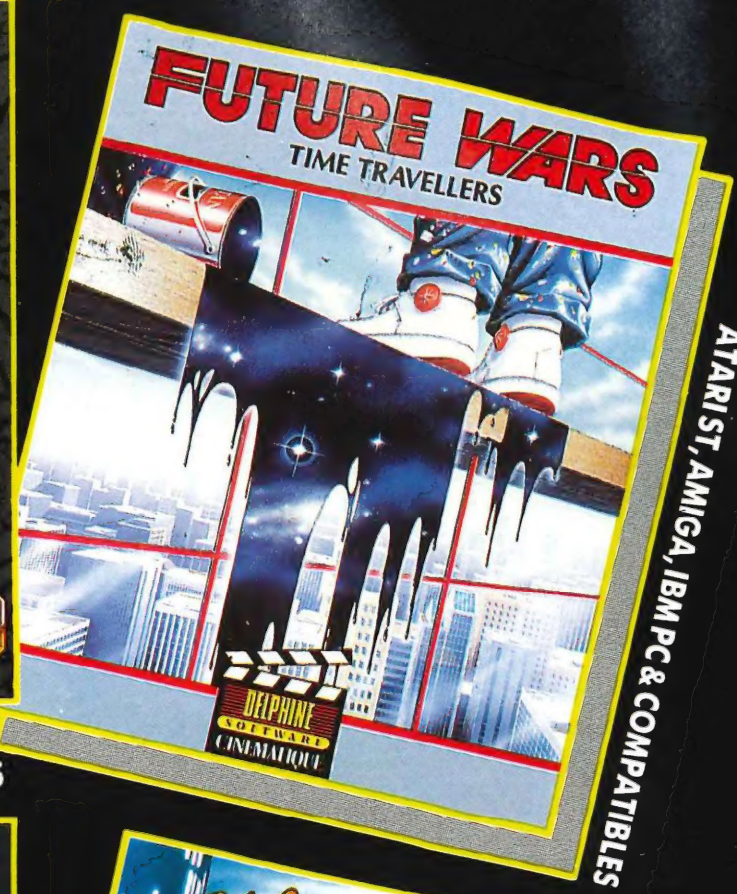
U.S. GOLD



ATARI ST, AMIGA, IBM PC & COMPATIBLES

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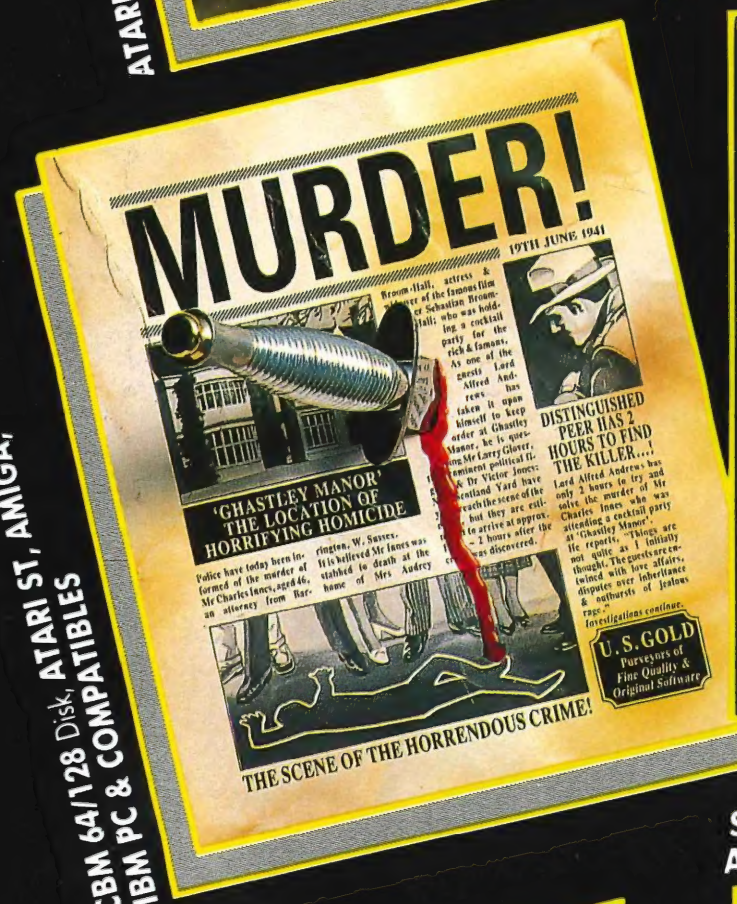
MURDER!
19TH JUNE 1941
'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE
DISTINGUISHED PEER HAS 2 HOURS TO FIND THE KILLER....!
THE SCENE OF THE HORRENDOUS CRIME!
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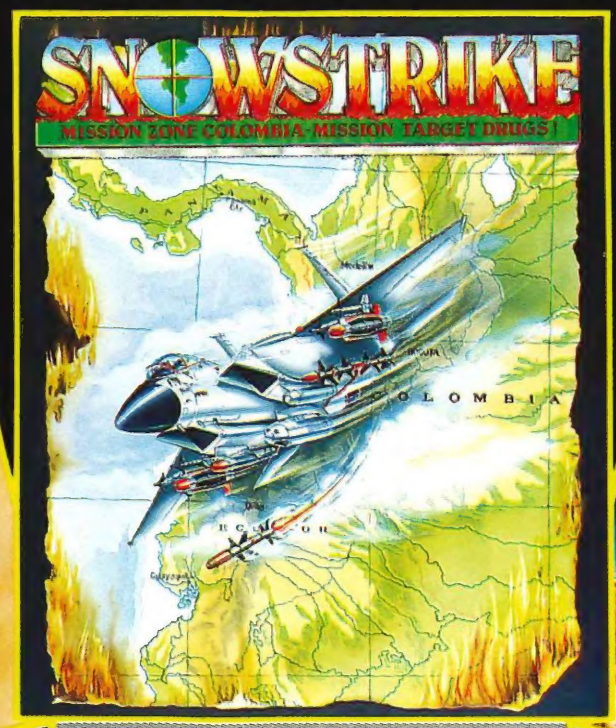
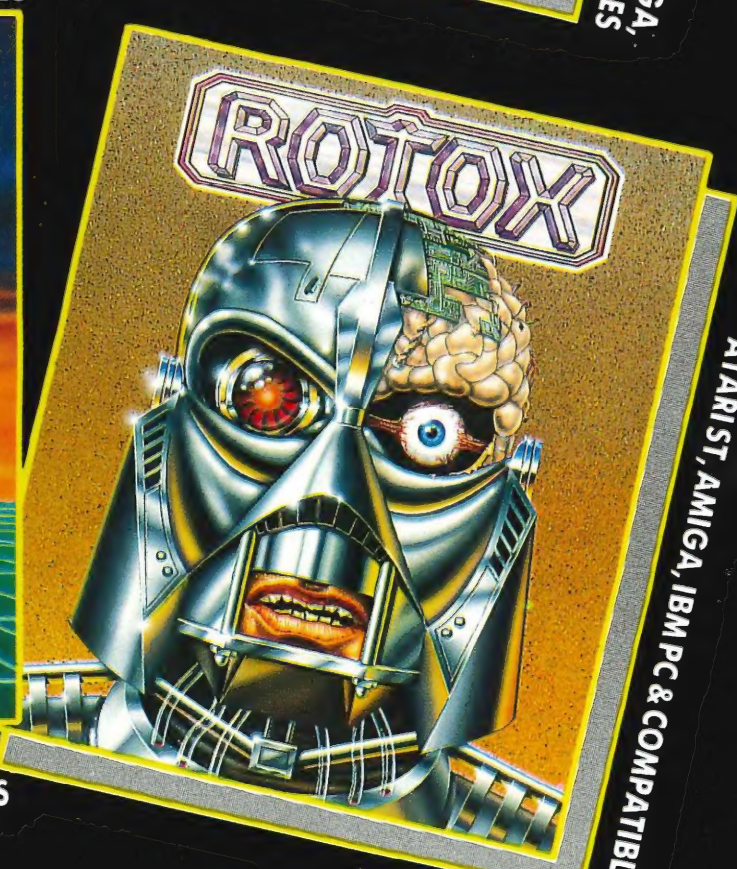
CBM 64/128 Disk, ATARI ST, AMIGA, IBM PC & COMPATIBLES



CBM 64/128 Disk, ATARI ST, AMIGA, IBM PC & COMPATIBLES

CBM 64/128 Cassette & Disk,
SPECTRUM Cassette, **AMSTRAD** Cassette & Disk,
ATARI ST, AMIGA, IBM PC & COMPATIBLES

CBM 64/128 Cassette & Disk, AMSTRAD Cassette & Disk, SPECTRUM 48/128K Cassette, ATARI ST, AMIGA



ATARI ST, AMIGA, IBM PC & COMPATIBLES

ATARI ST, AMIGA, IBM PC & COMPATIBLES

Age of Gaming

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham, B6 7AX. Tel: 021 625 3388.

Atari Lynx. The only video game system that keeps up with your Reebok Pumps and your Powell Peralta Deck.

- Built-in cartridge port for game cards
- Plug the Lynx into standard stereo headphones or stereo system
- Selection buttons to configure each game to your liking
- Fast response fire buttons
- Robust case to take anywhere
- Adjust the volume
- Link up to 8 players together and challenge your friends

- 8-way directional joypad for precision control
- Turn on the play. Exceptional colour graphics combined with clear exciting sound
- Adjust the brightness for play in the day or night
- Hi-definition LCD screen using a colour palette of 4,096 different colours
- Colourful detailed action capable of great 3-D effects
- Flip the screen 180° for left or right-handed play
- Speaker system for portable 4 channel sound

Available at: **Big W, Dick Smith Electronics & selected toy stores.**

Atari Lynx. The world's first Super Graphic, Full Colour, High Powered, Portable Video Game System.

ATARI® LYNX
THE NAME OF THE GAME

Yared Perry Dimension/ATA 09439

Champion of the Raj™

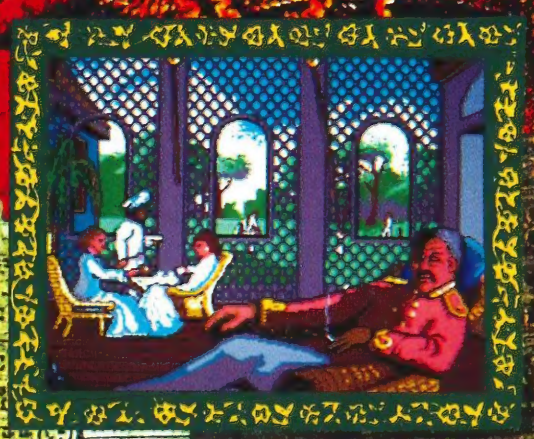
- Spectacular scenery, rich native colours and exotic animated sequences.
- Control any one of six different rulers, in this the ultimate arcade strategy challenge.
- Epic cinema-style presentation.
- Stunningly atmospheric soundtrack.
- Stage elephant races and tiger hunts.
- Face natural disasters: earthquake, flood and famine.

The future of the Empire is in your hands.

THE JEWEL OF THE EAST IS STAINED WITH BLOOD

India at the beginning of the Nineteenth Century. The Emperor's grip is weakening. All over the country rival factions bid for power.

This is your chance to change the course of history. Take the role of any one of the six contenders for the Empire and prepare to make India your own. Capture opposing states, grapple with brutal riots, stage lavish processions to impress your rivals and counter assassination attempts.



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This card admits you to free titles you to the show

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NO PUBLIC WILL BE ADMITTED ON TRADE DAYS

THE COMPUTER ENTERTAINMENT SHOW

16th September 1990

Court

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As we are receiving great response to our fabulous games review section, we feel it only fair that we thank the team from Amiga Action who have been of great support to us here at Megazone. Andy, Alex, Steve and Douch are all top U.K. writers and the best game reviewers in the field. What do you have to do to become a game reviewer? I hear you ask! (Sounds like a top profession). Well, essentially, this laborious and painstaking job entails playing new release games all day long and then scribbling down your thoughts and opinions. Tough life huh! Poor guys. Keep it up team. Special thanks for your contributions Amiga Action (U.K.)

PUBLISHING AND DISTRIBUTION MANAGER
Tim Allison

EDITOR
Steve Merrett

EDITORIAL CONTRIBUTIONS
Dough Johns
Alex Simmons
Andy Mitchel
Steve Kenedy
Elizabeth Ashby
Ilana Bermeister

DESIGN EDITOR
Carol Bermeister

DESIGN CONTRIBUTIONS
Camilla Block
Graham Eskin
Vanessa Block

ADVERTISING
Karen Kelty

TYPESETTING
Hippopotamus Dreams, Sydney

PRINTING
Diamond Press

NEWS

THE UK CONSUMER ELECTRONIC SHOW

★★★

The recent C.E.S. show hosted in England was once again a major success. After two days of trade and business the doors were opened up to the fans and the fun really starts.

Sega has on display the new MegaDrive which seemed to have been a major hit for the show. The kids queued up behind each of the twenty consoles just to have a quick burst. The MegaDrive or Genesis will be launched in Australia this month.

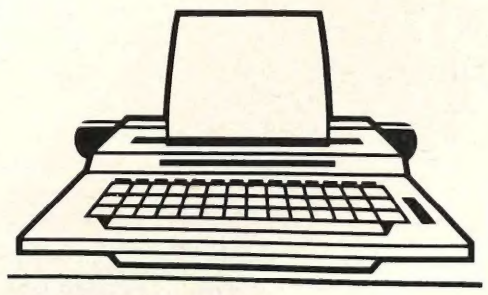
Ocean had the largest and most impressive stand with high tech video and neon signs. They also had a rock band performing a concert right beside their booth Robo Cop 2 took the highest honour on the stand for which they are preparing a monstrous launch.

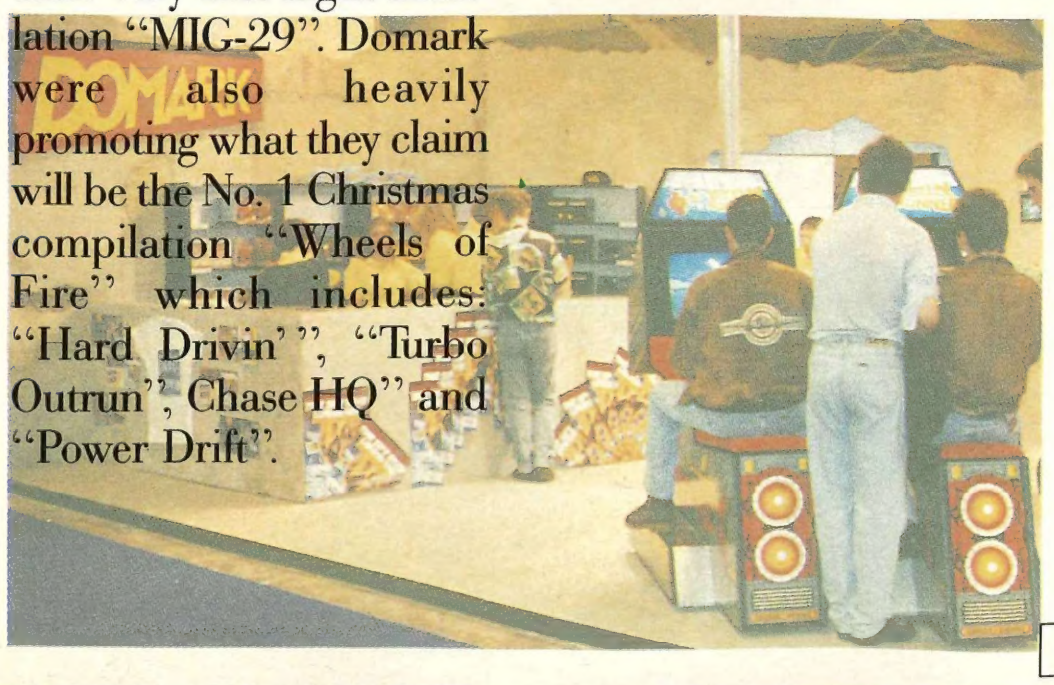
Domark had their usual stack of Tengen coin-ups with plenty of computer demos running on the surrounding screens. Domark's line up of hot releases includes: "Stun Runner", "Badlands", also their very first flight simulation "MIG-29". Domark were also heavily promoting what they claim will be the No. 1 Christmas compilation "Wheels of Fire" which includes: "Hard Drivin'", "Turbo Outrun", Chase HQ" and "Power Drift".

Nintendo unfortunately had a fairly quiet stand in comparison to anything they have had set up in the States. The stand showed the many accessories Nintendo now support and a large list of titles that will be appearing for the Christmas period.

There were many other stands and new equipment being presented to all attendees. Commodore was hoping to display their CDTV, unfortunately they did not have a finished proto-type to demonstrate.

If there is anything you would like to know about the show, drop us a line, and we will attempt to answer your questions.





GOLD OF THE AZTEKS (US GOLD)

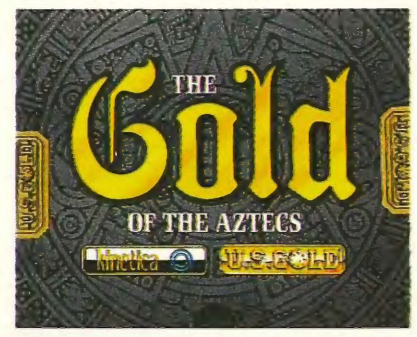
Gold is the passion and death is the probability in The Gold of the Azteks, the newest and most original US Gold game yet!

A unique development system crams 26 megabytes of graphics into 2 x 3.5″ disks – without a single line of code being used!!

The obstacles in your way must be overcome by solving brain bursting puzzles as well as wrist-smashing joystick acrobatics, as you control the destiny of your hero, who has over 1500 frames of animation, out of a total of 9,000!

Over 80 screens of tricks and traps will have you reaching for the aspirin bottle, as the action never stops and a new surprise awaits you on each and every screen!!

IBM Graphics supported: CGA, EGA, VGA, Tandy. IBM Sonic support: Adlib, Roland.



MICROPROSE COMPILATION

3x action packed Microprose simulations brought to you in this explosive pack Gunship, Silent Service, and Airborne Ranger.

The award winning attack helicopter simulation, World War II submarine simulation and the gutsy Airborne Ranger simulation.

Experience the challenge and danger of attack helicopter flying in the award-winning Gunship Apache simulation. Join the ranks, as Captain of a WWII submarine stationed in the South Pacific in Silent Service the best selling, award winning submarine simulation. You can run, walk, or crawl across full-scrolling 3D terrain in the fast-paced action simulation that challenges your strategic skills and reflexes as an Airborne Ranger.

Available on Amiga and IBM 5.25″ formats.

MEGA 10
UP & COMING TITLES

GRIMLINS 2 - THE NEW BATCH

"We told you — remember the rules. . .

1. Don't expose them to bright lights.
2. Don't get them wet.
3. and under no circumstances feed them after midnight!!

You didn't listen!!

Here they grow again!!

Available on Amiga & Atari ST formats.

WHEELS OF FIRE

The most powerful compilation from Domark ever!!

The four biggest names in publishing bring you the biggest compilation ever!!

The four biggest coin-up successes of last year, "Hard Drivin'", "Chase HQ", "Turbo Outrun", and "PowerDrift", all contenders for the coveted No. 1 position are collected together in this fantastic compilation.

It's fast, it's furious and you're in the hot seat, taking your life in your hands each time you start the ignition!!

Available on Amiga, ST & C64 Dual formats.

M1 TANK PLATOON

Now available on Amiga!

US Tank Platoons have four M1's. Four soldiers operate each. That's four tanks, sixteen men, and you control the whole shooting match.

Reliastic Rolling Terrain; hide your tanks behind hills and ridges. Flexible Command; give orders to your entire platoon or to individual tanks. Leadership; each of the 16 men in your platoon has his own personality and skills. Infinite Variety; thousands of battlefields, millions of situations. Awesome High-tech; laser rangefinders, depleted uranium penetrators, wire guided missiles, reactive armour, air support and much more.

"Microprose has surely excelled on this one. . . This one's going to take some beating". P.C. Leisure

Currently available on IBM Dual and Amiga.

F-19 AMIGA

Now available on Amiga!!

The Air Force won't even talk about it. Now it's yours to fly!! It's the top secret jet that radar can't detect. F-19 Stealth Fighter takes combat flying to new heights. With dazzling graphics and authentic, real-world scenarios, F-19 creates action-packed excitement that keeps you combing back for more!! It's easy to learn, but satisfyingly tough to master.

Four real-world regions (Libya, Persian Gulf, North Cape and Central Europe), 4,000x different, unique missions; 409,000 sq miles of playing area; 10 difficulty levels; authentic coastline; 4 detached maps; 11 out of plane views.

"The thinking man's flight sim. Massive in scope and superbly executed" — Zero.

Currently available on IBM 5.25" ***& 3.5"***, Atari ST and Amiga.

JACK NICKLAUS UNLIMITED GOLF & COURSE DESIGN (ACCOLADE)

Building a golf course is a total expression of all the golf played by Jack Nicklaus, and the courses he has seen.

This game actually gives you the ability to play the state of the art computer golf on any number of courses that you can easily create yourself!

This simulation captures complete golfing experience, from sculpting landscape to playing magnificent finished courses.

* The most feature-filled golf game available!
* Create your own signature courses, starting with a plot of land!
* Create totally unique holes, or recreate golf's greatest obstacles!
* Create an unlimited number of golf courses!

COUNTDOWN (ACCESS)

The most interactive movie of espionage, intrigue and suspense!!

The time is late September. The place is Istanbul, Turgey. Mason Powers, an American field agent, receives an ultra secret message about an international terrorist organisation known as "Black December".

What Powers doesn't realise is that soon he will find himself alone and betrayed, accused of a murder he didn't commit, and thrown into the Sanctury, a government-subsidised asylum for people who know too many secrets!!

For the next 96 hours Powers will be plunged into a nightmare world, desperately attempting to stop "Black December" from implementing their sinister plan.

A plan that could change the future of the entire world. . .

OILS WELL (SIERRA)

Everybody loves a good cerebral adventure — but while there are times when you don't mind plotting, planning and puzzling, sometimes you want a game that's just plain fun!

Get ready for fast-paced, 256* colour arcade action in Oils Well! With multiple skill levels, Oils Well is a game everyone can enjoy, using joystick, mouse or keyboard! Outstanding VGA graphics, and a jazzy original soundtrack make Oils Well a real arcade game treat!

Oils Well includes 8 exciting levels of action with delightful animated sequences between levels, featuring Slater, the loveable subterranean dinosaur. Enjoy his continuing misadventures as he endures the hardships of life in an oil field!!

*16 colour EGA, Tandy.

NIGHTBREED (OCEAN)

Interactive Movie game and Arceade Action games both available!!

The Nightbreed are a race of exotic creatures and monstrous deities hidden from the sight of mankind for centuries who inhabit the subterranean City of Midian. Boone, accused of a series of brutal slaying is being pursued by a female law officer, and also a psychopathic killer.

Sanctuary among the living dead becomes his bizarre destiny, and he must then defend his haven against the evil 'Sons of the Free'.

* Over 30 monster types!!!
* Keyboard of joystick controls!!!
* Amazing backdrops and colourful graphics!!!

High

GAME GEAR

Following the news of the Sega Mega Drive and the Sega Master System II comes yet another new game console from Sega — the Game Gear. Due for Australian release during the first quarter of 1991, the Game Gear brings portability to the Sega range. With a 3.2″ Liquid Crystal Display colour screen, stereo sound and networking capabilities up to eight players, this new handheld games console is a powerful unit.

The Game Gear "feels" good to use, the sleek design I found to be very comfortable to use over an extended gameplay period. The graphics were fast and controls were effective — even though I personally don't like using flat joystick controls.

The Game Gear is powered by the Z80 chip, the same chip as the Sega Master System, but unfortunately it does not accept Sega Master System cartridges but takes credit card type thin game cards. With the normal Z80 graphics compressed into a 3.2 inch screen you certainly obtain a very good picture quality — comparable to the Atari Lynx and blowing the Nintendo Gameboy out of the water. Feel like turning your Game Gear into a portable colour television set — then the television tuner optional accessory is the one for you! Incredibly, Sega have developed the Game Gear to accept an optional t.v. tuner turning your game console into one of the most radical portable colour television sets around.

Many of the best Sega Master System games are expected to become available for the Game Gear — some of the games we tried in our recent jaunt to Japan include Wonderboy, Super Monaco Grand Prix and Columns.

THE CD-I CONNECTION

When 3 powerful companies combine their R&D you can be certain of a revolution. The CD-I computer system runs CD technology with up to 650Mb of memory on a CD. It allows normal computing but the CD can store up to one hour of moving video. CD-I Chip is based on 68,000 with a 32-Bit processor and 24-Bit audio handling.

What does this mean, imagine actually being Greg Norman playing golf. True to life images and action. CD-I within 2x years will be larger than videos and in every home.

GAME GEAR SPECIFICATIONS

DIMENSIONS	103 x 210 x 38mm
WEIGHT	570g
SCREEN SIZE	3.2 inch
CPU	3.58mHz. Z80
MAIN RAM	8K
VIDEO RAM	16K
PALLETTE COLOURS	4096
ON SCREEN COLOURS	32
RESOLUTION	480(160) x 146
SCREEN TYPE	BACKLIGHT TN
SCREEN FUNCTIONS	XYZ SCROLLING
SOUND	3PSG + 1 NOISE
SOURCE	+ 1 SPECIAL
SOUND OUTPUT	STEREO
POWER SOURCE	6 "AA" BATTERIES
BATTERY LIFE	3 HOURS
GAME TO GAME CONNECTION	UP TO 8 PLAYERS
OTHER FEATURES	T.V. TUNER OPTION

GENE-GENIE

The Game Genie is a device which allows you to change the way the game is played. It performs functions like letting the player have infinite lives, or change colours, speed, actions.

Nintendo in the US have it in court arguing that it alters copyright. Should the Genie be released in Australia, it is certain a Sega version will follow.

FM TOWNS

Fijitsu is launching a 32-Bit MS-DOS compatible, floppy disk drive and CD-ROM player.

Its specs include a 386 processor, 256 simultaneous colours and 8 channel stereo. Besides being a business machine and game player, it can compose music, digitise sound and play back video quality images on screen. The initial games releases are described as charged up versions of "R-Type", "Gunship" and "Rocket Ranger".

The revolutionary game system/work station and everything else is aimed at the US market.

HIGH TECH

TECH.

NEO-GEO

Neo-Geo is rightly called a futuristic console system. It's actually as close to arcade machine quality as you will get and in fact in some cases more powerful.

Neo-Geo is run by high speed CPUs with a huge ROM capacity of up to 320 Mega-Bits full FM stereo and PSG (programmable sound generator).

There are currently six awesome games out including Golf, Bike Sim, and Hand to Hand Combat. This new generation console packs massive power and a price point to match. It's not available in Australia yet, but those who can afford one will be in for a real treat.

R-360 is a simulation game that can rotate the player a full 360 degrees.

R 360

★ ★ ★

SPECTRA-VIDEO INFRA-RED

The space age joystick allows the freedom of no cord. The 2 part system allows the Infra-Red receiver to be plugged into the back of your computer and receives the signals sent from the joystick.

Try playing from 30 feet away, it should come with optional glasses. This space age joystick will be compatible with most computers and have a reasonable retail price tag of around $70.00.

N·E·O·G·E·O

360°

Sega have launched a new coin-operated arcade machine called the R-360.

This incredible machine is the first "Total Effects" arcade machine and makes the rides on other hydraulic games like Afterburner, Outrun and Galaxy Force seem like a coach trip to Canberra.

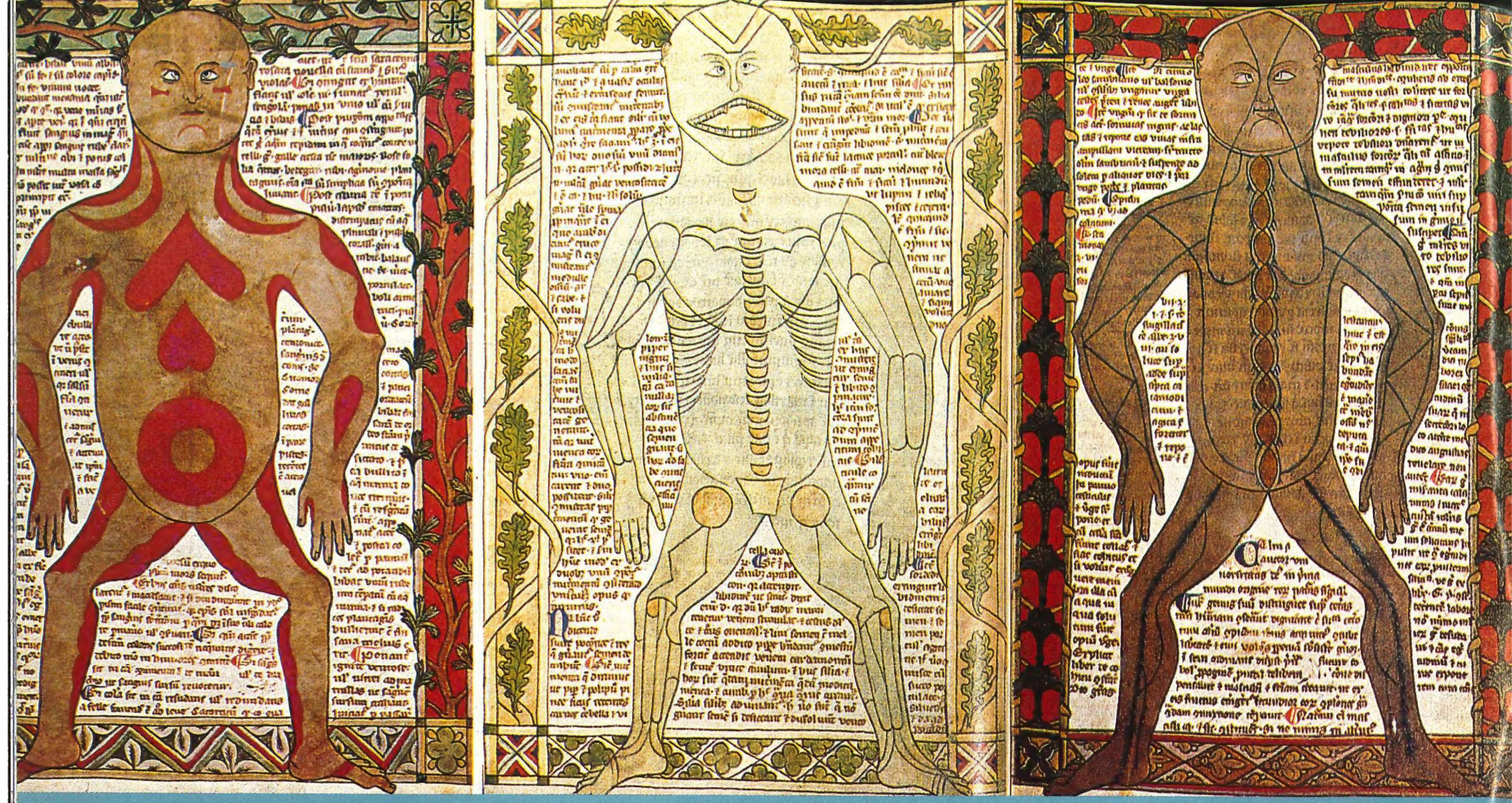
With two servo motors controlling the partially enclosed cockpit it means the player can tilt or swivel in any direction a full 360°.

The machine is expensive and requires the attendance of a full time supervisor to monitor and watch out for motion sickness or money dropping out of the players' pockets — well, maybe, as a safety regulation.

Controls are by way of an Afterburner style joystick, the only game announced for this machine, so far, is the phenomenal G-Loc. The gyro style servo controllers will enable the player to slide up or down and move left to right at any angle. Jet take-offs will be "felt" as the chair slides down and as you push on the yoke or loop the loop — boy will you feel it!

Only Japan will see this arcade unit during 1990, but overseas markets, including Australia should see R-360 units sometime around Easter 1991.

Here's one game player that's going to start saving up his $2.00 coins — or should I say my 500 yen coins.



Got something to say – Commun

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COMIC MADNESS

I purchased MegaTraveller from my comic store in Melbourne. I have a P.C. MS-DOS compatible, but my first love is comics!!
The Marvel Comics are awesome and the games are a new concept for me. What else is available?
MARVEL MAX
Melbourne
Marvel, check out X-Men, Punisher, and soon Space 1889. All have a cult following in the U.S. I hope you enjoy the games and remember to keep the limited edition copy provided in each pack. Could be worth some big bucks later!!
Ed.

SENT TO BED EARLY

MegaZone, you got me into trouble. Mum thought the Elvira issue was a naughty mag and sent me to bed. I had some pretty tricky explaining to do to Dad the next day!
SEAN
Victoria

Hey Sean, times have changed and Elvira isn't really all that bad. Show your parents our last couple of issues, I'm sure they will approve.
Ed.

MEGAZONE

Hi, I've just bought my first copy of MegaZone and I love it!! It's Great!!!
SCOTT MATTHEY
Victoria
A Sega/MegaZone fan, I love it when they send letters like this!
Ed.

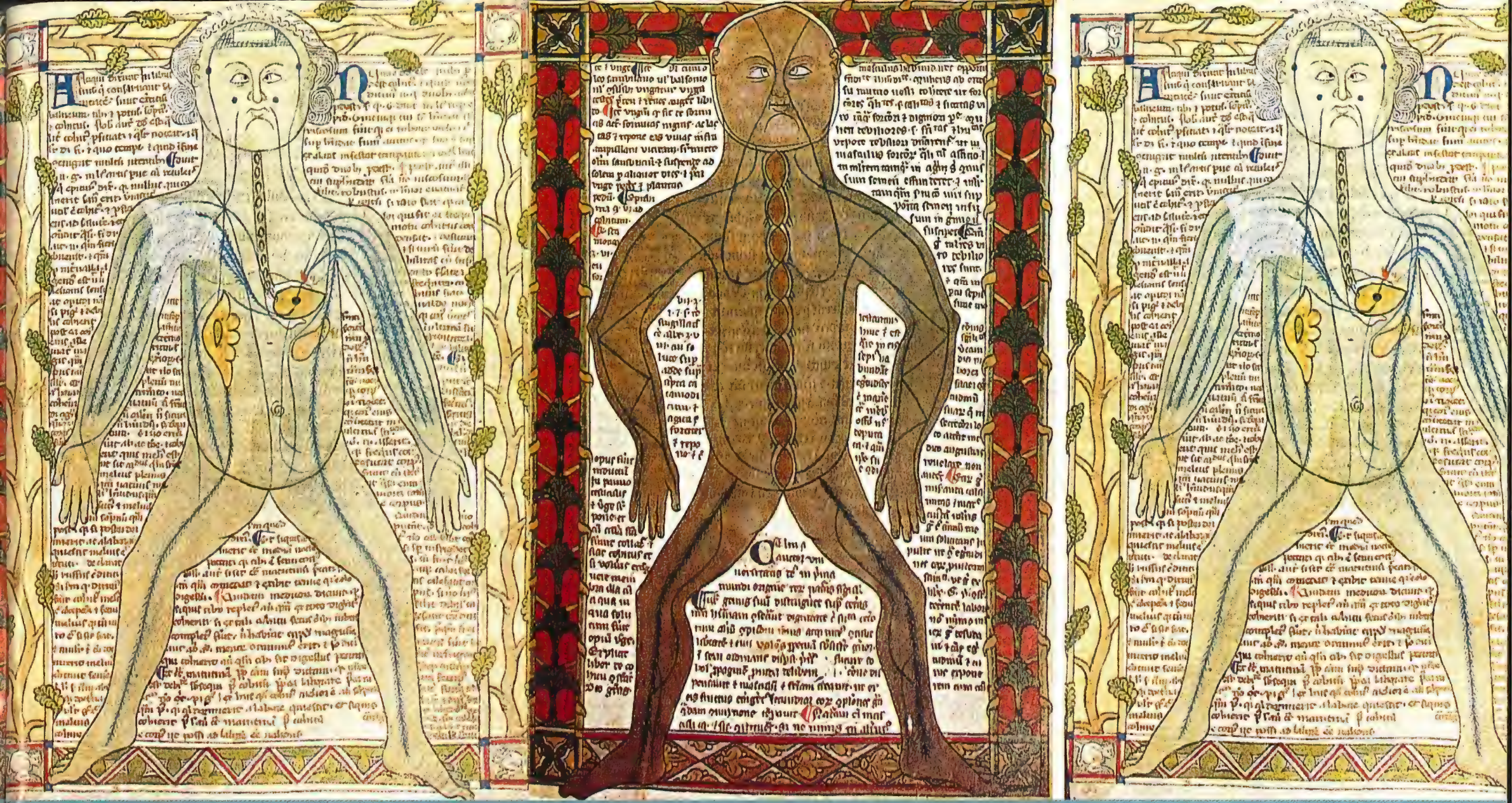
STARS

I'm really into my stars. The gaming ones are interesting, but are they accurate? I think numbers would be able to catch the true games mood.
KELLY DOWNS
Silverwater
Kelly, you are one of the first ladies to write in to us at MegaZone. Thank you. As for the stars, we have a Pro writing them, so the game application we are told should be 100%. If you disagree send in your predications and we will publish them.
Ed.

DOUBLE DRAGON-SEGA

When you get to the fourth level, don't move left or right, but instead jump up and down fifty times. After this you can go through to the end of the game with unlimited continues. This works for two players but one player will have to destroy the other to save the girls and finish the game.
STEVE GETLEY
Charlestown

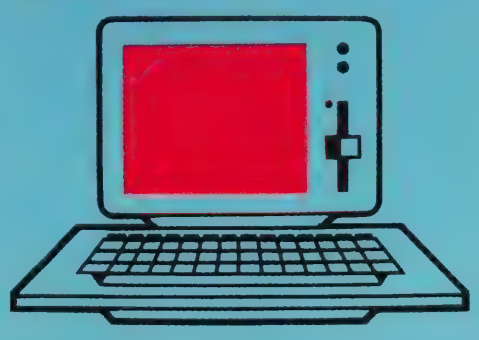
Steve, thanks for the tips, we will run more! The jumping is a bit excessive though!!
Ed.



i c a t i o n

WHAT HAPPENED TO THE OLD DAYS?

A year ago I purchased my Amiga 500 which was 512k and I thought "Great"!! What has happened all of a sudden is it seems as if you need 1Mg; hard disk or multiple disk drives!!
KEVIN MARROW
Victoria
The software developers got together with the hardware developers and worked out a way to make us pay for more!!! No, the games are getting bigger, faster, with more graphics and sound offered than ever before. The game player of today is demanding and receiving a lot more.



MORE TECHO

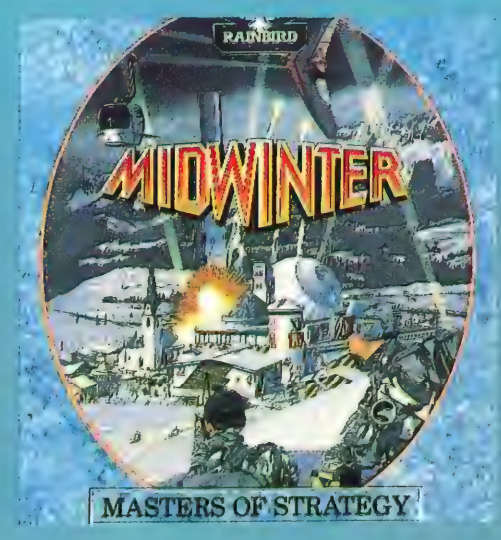
MegaZone is getting better and it's great to see, but how about more hardware stores. Or more music, the games are good, but how about something more mentally challenging.
TOM
Balmain

SERRIA

You always seem to have a lot of reviews about their games, but what about some tips. I'm a big fan, but I'm stuck on quite a few of their games, can you help me out?
ANDREW SMELTY
Tell us which games you need help on, and we can help. Serria have a lot of hint books available at the stores which are good value, perhaps it might be worth your time to look at one.
Ed.

MID-WINTER

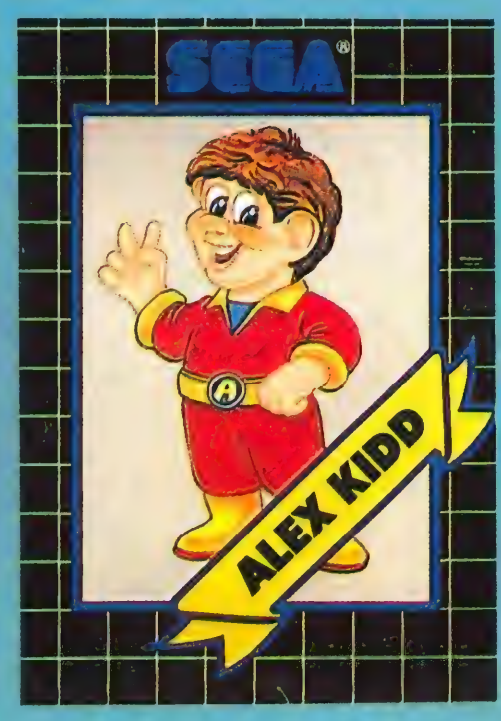
Awesome game. I hear that the developers of this one have a follow up called "Wildfire". If so, when and where?
PETER
Melbourne



Peter, it was news to me, but I've done some research, "Wildfire" is coming and has 120Mb of fractal landscapes. It is supposed to be a cross between James Bond and Indiana Jones. Over 50 quick missions. When? Well that's anyone's guess.
Ed.

ALEX KIDD SEGA

Can't find the real travel pass? Then go to the temple and pray 100x times, the Gods will give you the real one.
KEN THOMAS
Brisbane



Ken, you're like Steve, trying to really give us a work-out!! Thank you, keep sending them in.
Ed.

' GREMLINS '

The sequence to a rather cute but flat 'Gremlins' — with little to offer in the way of games is 'Gremlins 2' — the new batch — exciting and entertaining in celluloid and chip!

The original movie was developed as a major league movie, supported by all the usual merchandise and paraphernalia. It followed what was very much the "IN" thing at the time, a furry creature from space has an adventure with an earthling. We have seen the same theme through E.T., ALF and countless others. While the movie was enjoyable, it really lacked an original storyline.

Gremlins 2, I am happy to say, tells a totally different story, and I enjoyed every second of the movie. A real hard-hitting fantasy. I felt that it appealed to a slightly more mature audience, yet the Gremlins were still exciting for young children.

Overseas the Gremlins 2 movie is a hit, featuring on all major city screens; the film grossed US$2,507,000 in the first three days.

This is the second largest opening ever recorded by Warner Bros., beaten only by Batman in 1989. Just in case you have not yet had the pleasure of seeing Gremlins 2, I won't spoil the plot for you, just think of a nasty Gremlin taking over a large corporate company moving quickly to control the financial centre of the world. High-powered stuff, and completely entertaining.

Gremlins 2 the computer game is the only way to involve yourself and take control in the movie action. The Gremlins 2 software has been released by Elite who are responsible for other hits such as "Paper Boy", "Buggy Boy" & "Ikari Warriors". Elite are a UK company with some powerful products coming through, such as "Tournament Golf", licensed from Sega.

The game closely follows the movie scenario, with all the favourite characters like Billy, Gizmo and Mohawk. The programmers have made a very playable and good looking game. On the Amiga format it has authentic sounds which transform the atmosphere.

Elite, prior to the releases of the software, were convinced that their highly polished, professional team were very capable of producing top quality licenced games. Their claim has fortunately payed off, at the recent CES show in the UK, the Gremlins 2 software was on display. The graphics were detailed and fast with smooth action. The demo used was a multi-level shoot-em-up, which was packed with action and sound. Billy was attacked by several nasty Gremlins, and he had to take some fairly radical evasive action. From what I saw, Gremlins 2 will be a very enjoyable and exciting challenge.

If you have not got a taste of Gremlins fever yet, give yourself a treat — see the movie, and play the game. Remember, if you don't like either of them, it could be important training for you, because I am sure some little creature from outer space will visit us one day.

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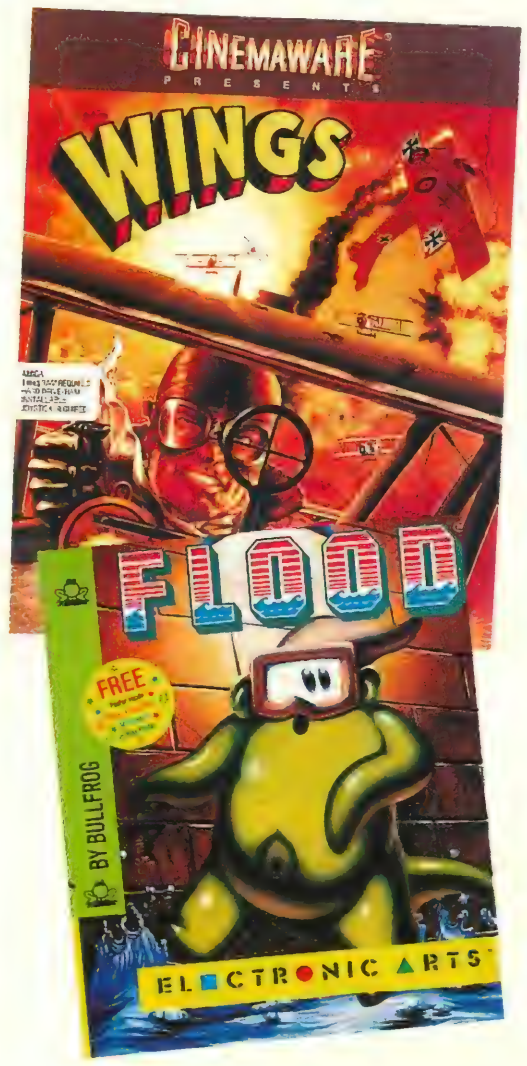

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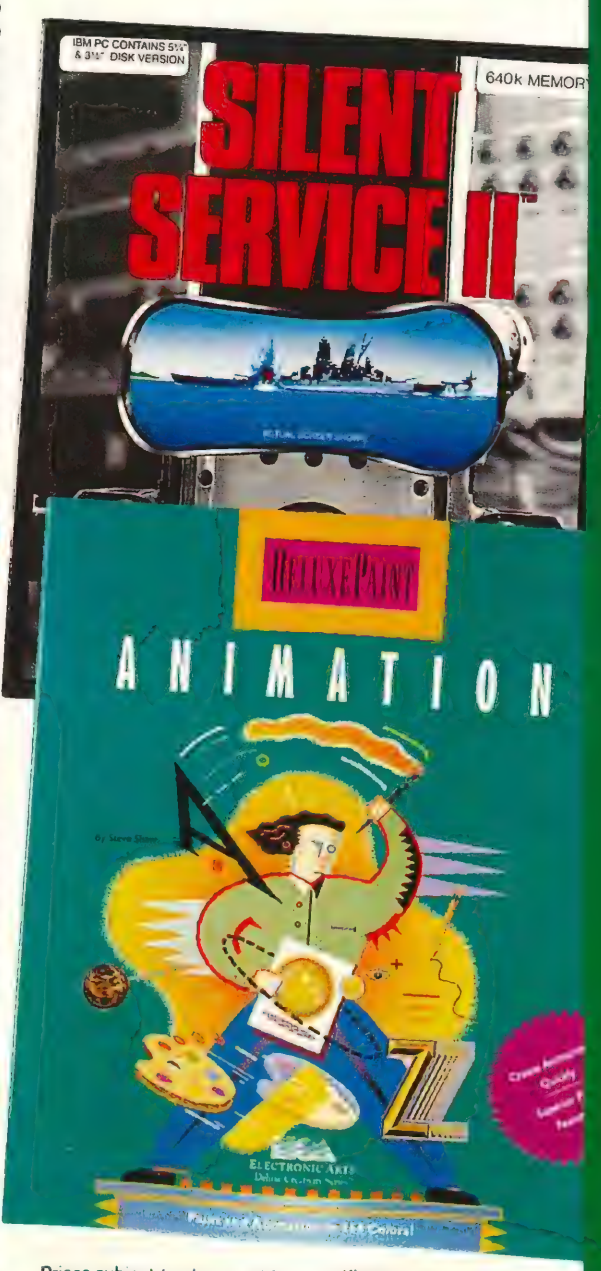

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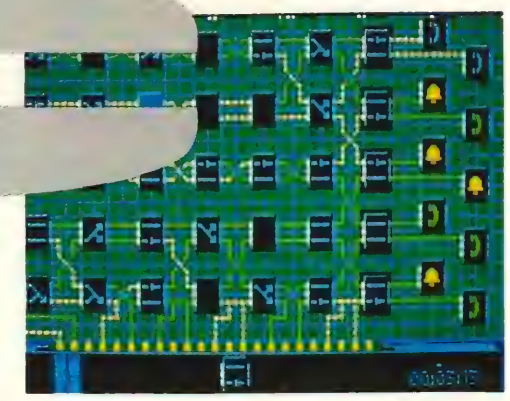


P C P C P C P C

R • E • V • I • E • W

MICROPROSE

Light Speed
MICROPROSE

Microprose MPS programming team headed up by Sid Meier has given us a sneak preview of their first ever space simulation.

The simulation is programmed for the IBM compatible with an obvious lean towards VGA splender. Light Speed is a vast quest for a new planet which can support life. Earth has given up the ability to support life, the Greenies did their best to save the planet, but eventually the pollution and population boom got too much.

As the player you must explore a vast cluster of stars with mixed action simulation scenes and role playing.

The planets you choose to visit have varying degrees of differences, meaning that the natural aliens should be approached with caution. The aliens interact freely with your character. Each one with its own personality and nature.

The gameplay is involved yet easy to get into quickly. The graphics are impressively smooth and naturally 3D filled.

The MPS team has produced a top quality mix which will definitely keep the traditional Microprose fan happy. However, what really appeals to me is the use of a theme other than war simulations. I am hoping that Microprose will continue to spread their skills over all types of games.

Covert Action
MICROPROSE

Microprose have yet again stepped from their traditional simulations to provide us with a state-of-the-art techno-thriller.

A Max Remington IBM P.C. compatible role playing action simulation, has everything plus more.

The packaging comes in a very sexy plain box with a male and female agent on the front (you can actually play as a male or female character).

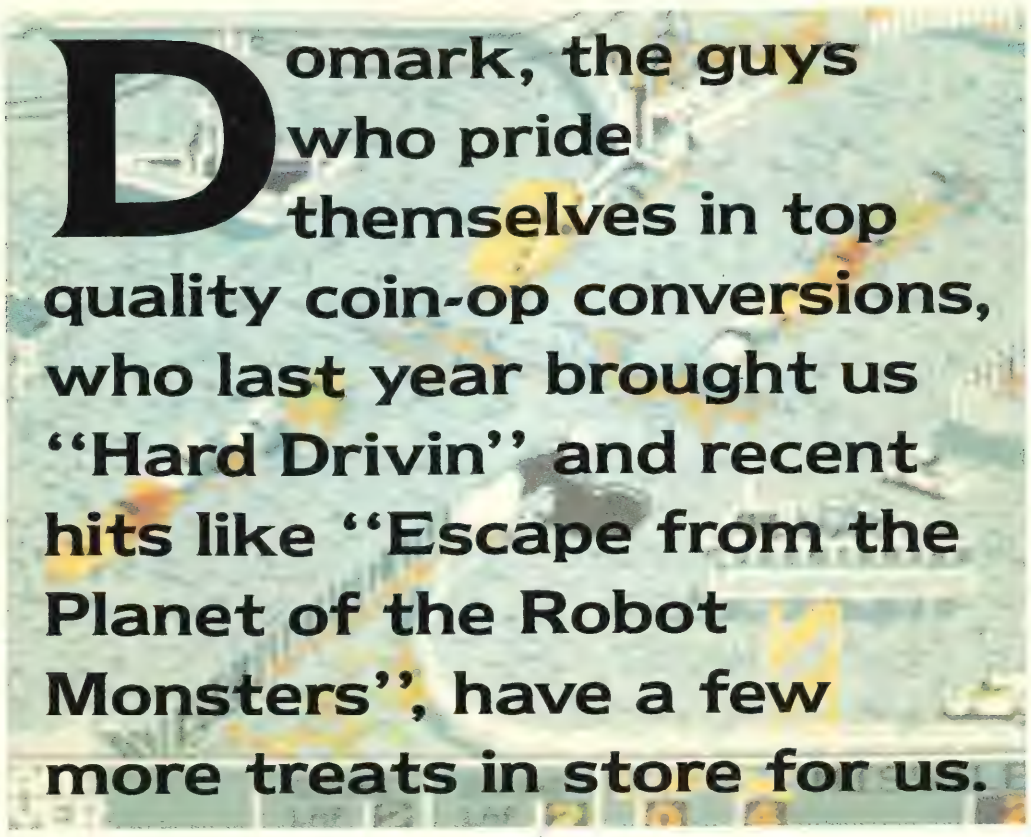
Microprose has added as much realism as possible by approaching true to life espionage including drug smuggling, terrorism and international intrigue.

The graphics are top quality and the gameplay moves quickly through the activities. It is extremely important to maintain attention and note the detail. Some of the activities you may be involved in include: trailing criminals across countries, stakeouts of known hideouts, tapping phones and bugging rooms.

The player can select from three geographical areas within the world in which each case will unfold, either Europe, Middle East or Latin America. There are 16 cities within each area which may be selected for a particular assignment. Also, there are many different organisations which may impact on one of your cases.

The great variety and complexity of the playing area will provide many, many hours of compelling action.

DOMARK



Domark, the guys who pride themselves in top quality coin-op conversions, who last year brought us "Hard Drivin" and recent hits like "Escape from the Planet of the Robot Monsters", have a few more treats in store for us.

"Wheels of Fire" is a compilation which is a must for all speed freaks. The Top 4 car games from recent times are in one pack. So if you want a true sample of the best racers on the market check it out. Titles included in this pack are "Hard Drivin", which is a bug-less version and a new release on the C64; "Turbo Outrun"; "Power-Drift" and "Chase HQ". I'm amazed that all the competing companies allowed this one, but it's out on Amiga, Atari ST early November.

"The Spy Who Loved Me" is already out on the market and seems to have made an impression. There has been a lot of Bond games pushed out that were not up to scratch, but luckily Domark has put the effort in and brought this game up to par.

The new stuff is looking good and here's some previews.

"Stun Runner" has done well in the arcades and was a must for conversions. Currently the game is still in line vector graphics and not filled polygons. The speed is true to the original but there's a lot of work to be done. Domark are saying that it will be fast and colourful and will meet their November release.

"Badlands", unlike "Stun Runner", is a coin-up I have not played. I've got some screen shots here to show you, but I lack a playing history. So if any MegaZone reader has spent time in the arcades with "Badlands", can you please write to us and say what you like/disliked. I'm sure Domark will give a good quality conversion.

The last and possibly the most impressive game that I had a quick look at was "MIG 29", straight from Russia.

The first flight sim ever from Domark and the new fresh approach could be quite rewarding. I saw some fantastic graphics with reasonable speed. Again, there is much still to be done, but the careful research and designing of the game basics are impressive. The game will come packed with a rather large stack of documentation, this time with full photos and information. I don't know if a flight sim from the USSR has happened prior to this, but if you want to know what the Russkies are up to, buy it!

More information will be presented when the titles are released, so stay tuned.

READYSOFT

a sleepy little town in Canada

a sleepy town, NO WAY!!

These guys have spent all year burning the midnight oil to deliver some awesome product and one surprise I think could steal the "Product of the Year".

It's always the way, where a little unknown publisher sneaks out from no where and WHAM!! it's bigger than Green Turtles!!

Readysoft are releasing the *actual* Dragon's Lair II and Time Wrap in one game, obviously it will be entitled "Dragon's Lair II: Timewrap".

The scenario is that Dirk and Daphne are married with children (hence success in the previous Dragon's Lair). The evil wizard called Mordoc kidnaps Daphne and tries to enslave her by putting a magical ring on her finger.

Dirk heads off to try and save Daphne, while being chased by his mother-in-law. During his travels Dirk happens to stumble upon a time machine which puts him into various times before meeting up with Mordoc.

Dirk's overall quest is to save Daphne before Mordoc puts the ring on Daphne's finger and enslaves her forever.

The graphics are superb, extra gameplay, well let's just wait and see what the whole pack is like.

The BIG release is called "Wrath of the Demon".

When I first saw the demo I immediately thought it was a "Shadow of the Beast" copy, however, as the demo got rolling, the sheer detail and speed of the graphics really whet my appetite for more.

The demo starts with a man riding a horse, with smooth, fast action. The man has to pick up items while riding, dodging and jumping obstacles. The background is vast lands and mountains in perfect detail. The scrolling happens in various speeds so the background moves slowly and the foreground quickly giving a realistic feeling.

But here's the scenario, legend tale of a time when no-one was safe. A time when a fierce Demon sent his evil minions to roam through the land and make the kingdom his own.

You have been summoned by the King to put things right. Your quest takes you through caves, swamps, temples and castles before reaching your ultimate challenge, the Demon himself.

Sounds okay. Here is the technical breakdown — 3 MegaBytes of graphics, 600 screens of action, 1400x frames of animation, over 100 monsters, some larger than half the screen.

I have seen the Commodore 64 screen shots, which seem like a programming breakthrough, as the colours and detail are superb. Let's hope so.

It will be available on Amiga, Atari ST, C64 and IBM P.C. late November. Watch out for it, it could be the one for your Christmas wish list!!

SIZZLING COMPILATION PACKS

HOT SUMMER VALUE!

OCEAN ACTION PACK

Ocean Action is what action is all about!
Everyone's needs will be fulfilled with this great compilation — for the family who deserves a piece of the action!

BATMAN

Following the success of the blockbuster movie starring Michael Keaton as Batman and Jack Nicholson as the evil Joker, comes the 'Batman' Computer Game. This game is one that can't disappoint with excellent graphics, sounds, special effects and playability!

Batman is a shadow in the darkness, as elusive as a dream.

High above the steamy streets of Gotham City, he is a criminal's only real nightmare.

Batman is the only hope for a desperate city.

Batman... the legend has returned.

CHASE HQ

This game has to be the fastest, most thrilling 3D driving game yet!

Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

Turbo boost! Need to catch up in a hurry? Well, just press your Turbo Button that will leave your eyes in the back of your head!

Barrelling through the city streets along the rough dirt tracks and through busy tunnels — if you can hold the line!

The low life can run, but they can't hide... Chase HQ!!

OPERATION THUNDERBOLT

This is the blockbuster follow-up to the #1 hit 'Operation Wolf'. Now, with twice the action and twice the challenge, Roy Adams is back!

Arab guerillas have control of flight 102 and have turned the plane towards Africa. The plan lands in hostile territory and the terrorists begin their missiles!

Use the laser sight or the pellet-proof vest, but watch out for air-to-ground missiles!

Operation Thunderbolt, is the incredible Taito coin-up conversion brought now to your home computer!

GHOSTBUSTERS II

They're back! Pretty as a picture, mean as the devil!

Weird things happen... the slime is on the rise. The Titanic has arrived. And after 300 years, Vigo and Carpathian won't stay dead!

Who you gonna call!

Get your bustin' business back on its feet.

Hit the streets in your Ectomobile. Go underground to discover a river of slime... and rise above it all with the Statue of Liberty. All to turn evil to good and defeat Vigo at the Museum of Art.

Action, adventure, strategy challenges and great laughs!

JET SET PACK

Get ready for takeoff!

Jet Set caters for both family entertainment as well as flight simulation enthusiasts who simply love strategy simulation games!

So get ready to burn the fuel of an F-14 Tomcat and Bomb any city or enemy of your choice! This experience should not be missed!

FIGHTER BOMBER

Prepare for the most exciting flight simulation you've ever experienced and enter the world of 3D as you've never seen it before!

In Fighter Bomber feel the thrill and reality of flying the world's most advanced military hardware and classic jet aircraft of our time!

You'll be at the controls of devastatingly powerful machines, each responding just like the real thing. Master up to seven of the featured aircraft and enter the Strategic Air Command's annual bombing competition, where the action takes place in the skies above South Dakota, North Dakota, Wyoming and Montana.

Fighter Bomber creates a whole world within your computer for you to explore!

F-14 TOMCAT

Will they call you dead-eye or tinker-bell?

Find out in the toughest fighter training ground in the world.

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Match your skills against the top dogfighters in the navy!

Or jump right in and fly any of 80 randomly assigned missions!

AFTERBURNER

Come on!

'Ace it!

OK supersonic jock, get ready to go!

Muster up all the skill, reflexes and guts you've got, because inside your F-14 Thunder Cat, you're going to need all that — and more!

Blast laser-directed anti-aircraft fire at enemy planes!

Dodge heat-seaking missiles with fancy flywork, like dips, turns and barrel-rolls!

Get your adrenaline pumping and grab your joystick! You're not going to believe what's up there!

GOLD FEVER PACK

Everybody gets a bit of Gold Fever every now and again! This great pack caters for movie buffs, car simulation buffs and game-players who simply enjoy great computer game action!

TURBO OUTRUN

Turbo Outrun takes you on a 16 stage race across America.. Along the way you will battle bumper to bumper with good guys and bad guys, police cars, Porsches and blown engines!

Numerous scenes will take you through congested city streets, over now and icy mountain passes and across sunbaked streets. Drive daytime and night time — go for manual or auto gearbox selection, even customise your Ferrari F40 with High Grip Tyres, but whatever else you do, use the turbo booster power sparingly!

Turbo Outrun — no other car racing game can keep up!

INDIANA JONES AND THE LAST CRUSADE

The chase is on... all the way to the greatest treasure in history!

And if you can survive the treacherous caves of Colorado... the medieval catacombes of Venice... the deadly ramparts of Schloss Brunwald... and the cunning traps of the Grail Temple... then you've earned your whip and your hat! Whip those bad guys... as only Indy can!

Relive the greatest action scenes from the greatest Indy movie of them all!

It's red hot, slam-bam action, Indiana Jones and Lucasfilm style!

GHOULS N GHOSTS

Arthur returns! The fearless knight is back in this stunning sequel to Ghouls N Goblins (voted in the top ten games in 1986).

Three years have passed since the evil ones came to do their dirty work.

Now they're back and they've captured Princess Hus, but our valiant knight Arthur is charging to the rescue against a formidable array of gruesome enemies!

STRIDER

As Strider, your task is to infiltrate the Russian Red Army and return enemy secrets to your superiors.

Your mission begins in Red Square and after fighting off KBG attacks there, you must battle your way to the snow capped peaks of Siberia, to confront both the elements and the enemy!

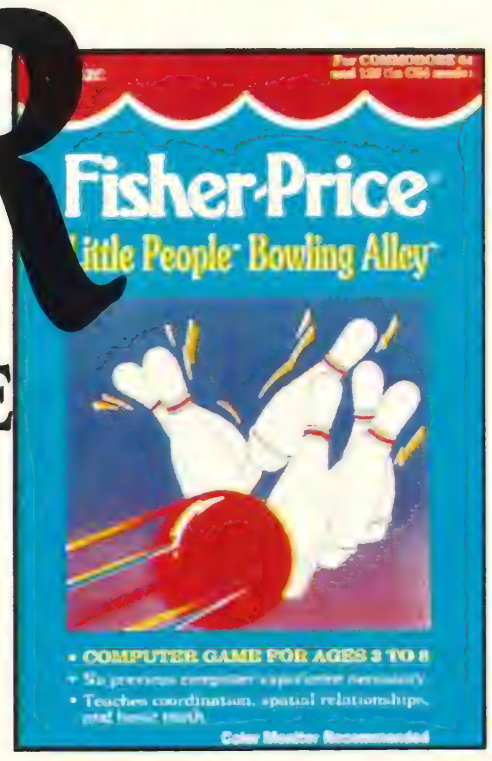
If you survive this icy test, your orders are to proceed to the southern lowlands, where jungle tribes lurk with spears and poisoned arrows!

Then return to Moscow to face the Grand Master of the Red Army — the future of the Western World depends on your success in this ultimate confrontation!

FISHER PRICE

BIG IDEAS FOR

LITTLE PEOPLE



A great new educational range of software is now available from two of the greatest names in games: Fisher-Price and Gametek!

This superb range includes exciting sound, brilliant graphics and simple play, and is the perfect way to introduce young people to the world of computers.

The games are especially designed to educate and entertain children between the ages of 3-8. The programs help develop recognition and memory skills, while improving manual dexterity.

This software has been especially designed under the guidance and direction of child-care experts, educators, parents and children at the Fisher-Price Play Laboratory.

Titles now available include:

Fisher Price Vol 1
My Grand Piano
Perfect Fit
I Can Remember
Fun Flyer
School Bus Driver
Firehouse Rescue
Little People Bowling Alley
Double Dare
Jeopardy: 25th Anniversary
Prime Time Vol. 1
Prime Time Vol. 2
Super Password
WOF Golden Edition
Price is Right
Hollywood Squares

Test Drive III

Accolade's Test Drive games have sold in excess of 1 million units! They seem to be true racing car simulations, rather than just fantasy car games!

Test Drive III: The Passion is the latest addition in this faster-than-life series, and is set to take you to incredible new heights of passion in some of the world's most expensive, exclusive and undoubtedly fastest sports car prototypes.

You will be spun absolutely out of control by the 225 mph Chevrolet CERV III, the 378-horsepower Pininfarina Mythos, and the $185,000 Lamborghini Diablo.

Each of these lightning fast specialties can be driven or raced on a completely new collection of challenging roads for the most realistic and adventurous road racing experiences ever!!

Test Drive III: The Passion is created and designed by Tom Loughry, the innovative creator responsible for Steel Thunder and Gunboat.

For Test Drive III: The Passion, Loughry uses a combination of bit-mapped graphics and digitised vehicle interiors for an unprecedented sense of speed, road perspective, vehicle performance and car 'feel'.

Test Drive III contains many different tests, and the driver's objective is to race against the clock, or against two computer controlled cars from start to finishing points. The choice is yours! Exactly how you get the car from point A to B is also your choice!

The game certainly poses some challenging situations! You will be faced, for example, with dead-ends, which will require you to reverse, turn around and go back. Whether you'll be able to do a U-turn or a 3 point turn certainly depends on your skills!

You may even decide to drive off the road, and across open terrain at the higest speeds ever reached! Be as adventurous as you dare, but remember to be cautious of party-poopers who will try and prevent you from having your fun!

Also completely new to Test Drive III: The Passion, are instant replay and a 360 degree car chase view with variable zoom, which enables you to get the driver's view of crashing into a lake, or get the witnesses' view of a car's graceful arc, as it dives into the water at speeds of over 100 mph.

Encounter lakes with boats, rivers and waterfalls, train crossings, bridges and buildings. Test Drive III: The Passion also features day and night driving, full functional headlights, rain and lightning, snow and fog and pretty damn useful windshield wipers!!

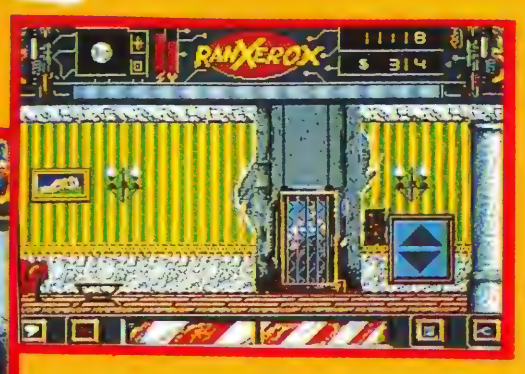
The Test Drive III: The Passion, the ultimate driving experience is now available to you!

Key Features

* The fastest — the most exclusive car prototypes.
* The best roads — breathtaking scenery.
* The most unpredictable weather — snow, rain, day and night driving.
* The most realistic — drive in reverse, drive anywhere, explore!
* The best graphics-bit-mapped and polygon-fill graphics with digitised car interiors.

The Drive is the challenge, and the Passion is all yours!!!

RANX



YOUR MOTHER WOULDN'T LIKE IT !

From Rome to New York, psycho-plague is taking its victims. The President of the United States, himself, is contaminated. You are Ranx, an android with muscles of steel, and only you can save the world. But, you are being tortured by something even worse. Your friend, Lubna, has disappeared and you want to find her at all costs.

AVAILABLE FOR
ATARI ST
AMIGA
PC & COMPATIBLES

THE VIDEO GAME

UBI SOFT
Entertainment Software

© Albin Nichel
RANX by Liberatore & Tanburini

SEGA LAUNCH 'MEGA DRIVE'

16-BIT

At long last, here it is, the Sega Mega Drive has at last hit our shores. For those of you fanatical console players who have been following the Mega Drive news over the last few months here's the last bit of news that we've been waiting for.

Arnold Palmer Golf
Last Battle
Mystic Defender
Rambo III
Alex Kid in the Enchanted Castle
Reggie Jackson Baseball
Forgotten Worlds
Ghouls and Ghosts
Golden Axe
The Revenge of Shinobi
Thunderforce II
Truxton
Zoom.
World Cup Italia '90 Soccer
Space Harrier II
Super Hang On
Super Thunderblade

Reports from Ozisoft, the Australian distributor of Sega, advise that the Arcade game "Altered Beast" will be included with the Mega Drive. The Mega Drive, together with power supply, t.v. connector, single control stick joystick will be $349.00 — considering that Altered Beast is one of the best $69.95 games, the price is very reasonable. Last issue's full review of the Mega Drive probably set a few hearts a flutter, 8MHz, 68000 processor, 512 on screen colours (From 256,000 colours), stereo sounds and gameplay that is just unbelievable.

Ozisoft have announced seventeen titles released for the launch, with a further twenty titles due for release before Christmas alone! In the United States, they expect to have over 100 titles to be available for the Mega Drive (Or Genesis as it is known over there) by Christmas this year. Ozisoft announce that a further thirty titles will be scheduled for release prior to Easter 1991.

Further good news is that Ozisoft are also launching the Sega Master System Power Converter, enabling Mega Drive owners to also use the full Sega Master System software range — over 120 titles already including 3D games like Zaxxon 3D and Outrun 3D. At the time of going to press the price had not been finalised but is expected to be around the $70.00 mark.

The Sega Arcade Power Stick is also being launched this month. This Arcade Style joystick is the joystick that the Mega Drive deserves and is probably the best joystick I have ever used in my life. There is a variable rapid fire control for the three fire buttons and separately selectable rapid fire options for each button, add to this the solid metal base and you have one incredibly strong and playable joystick. Green L.E.D. indicators show which buttons are set on rapid fire, the start button is also located *on* the joystick and doubles as the pause button once you have started play on any Mega Drive game.

Titles now scheduled for Australian release prior to Christmas include Afterburner II, Columns, Cyberball, E-Swat, Gain Ground, Ghostbusters, Herzog Zwie, Mickey Mouse, Phantasy Star II, Strider, Super Monaco Grand Prix, Sword of Vermillion, Twin Hawk and Wonderboy III.

My pick of the crop from the current releases include Altered Beast — almost identical to the arcade game, this has to be the best version seen on any machine. The end of level nasties have to be seen to be believed. My personal favourite is the awesome Truxton — a classical space shoot 'em up, you can build up your weapons to phenomenal power, kind of makes me feel omnipotent.

Thunderforce is another graphically amazing space shoot 'em up — this time ultra smooth scrolling in all four directions — the graphics of this game are just unbelievable and are definitely worth buying a Mega Drive to see them.

Back to the Mega Drive launch, the full line up of Mega Drive accessories also include Sega Video Cable connectors to connect the Mega Drive up to a high resolution colour monitor, additional spare Mega Drive joysticks and the Master System powerbase converter.

With the Sega Master System II being launched on television this month, we won't see any Mega Drive commercials appearing on t.v. this year, but expect to see the Sega Mega Drive exhibited in the Sega competitions running in major shopping centres throughout each state.

The Mega Drive is expected to be sold almost everywhere you find Sega, if you haven't yet seen the Sega Mega Drive running I suggest you pop into your local shops and check it out. The Mega Drive is by far the most advanced games console on the market, if you haven't yet filled in your Christmas list put it straight to the top. If Santa doesn't visit your house then start saving now . . .

SEGA GAMES

SEGA'S FANTASTIC NEW RELEASES

October sees many new Sega Master System releases including the brilliant Golfamania and the long awaited Ultima IV adventure game.

Ultima IV with four Mega power and battery back-up is probably the best known role playing game for the Sega Master System, the cartridge comes with a book rather than a thin manual and will probably be the most popular adventure game on the Sega — even at it's expected $89.95 price point.

For those of you not yet aware, there are ten Sega games with a r.r.p. of $29.95 only (Action Fighter, Enduro Racer, Fantasy Zone, Global Defence, My Hero, Rescue Mission, Super Tennis, Teddy Boy, The Ninja and Transbot) and Wonderboy has a r.r.p. of only $19.99. Other new releases include Penguinland, Summer Games, Parlour Games and Columns — Tetris comes to Sega!

Whilst on the subject of new releases I managed to get a sneak preview of four new Sega games still under development, not due for release until January 1991. These are Mickey Mouse (Sounds 'Cutesy' but a really clever game with brilliant graphics).

Moonwalker — the game designed by Michael Jackson is due for release on both the Mega Drive and the Sega Master System in late December. E-Swat the arcade game classic is another very strong arcade conversion also now nearing completion on the Sega Master System. The final game is an amazing version of Ghouls 'n Ghosts — even the unfinished version was amazingly playable and addictive, with all the levels of the arcade version — Ghouls 'n Ghosts will be a real winter.

Game reviews reworded from magazines . . .

S E G A TOP TEN

1 **WONDERBOY**
The arcade game now at a budget $19.99

2 **DOUBLE DRAGON**
The best two player martial arts game

3 **REMOTE CONTROL GRAND PRIX**
Model car racing by remote control

4 **CHASE HQ**
Catch the crooks in your Ferrari

5 **ACTION FIGHTER**
The best Spy Hunter version around

6 **SHINOBI**
Martial arts arcade action again

7 **CALIFORNIA GAMES**
Surf, Skate, Frisbee, BMX or Beanbags

8 **PSYCHO FOX**
Outwit Wily Coyote — Well, a fox actually

9 **WONDERBOY III DRAGONS TRAP**
Just won our vote of Game of the Year

10 **R-TYPE**
The smash hit arcade game.

Tournament Golf™

SEGA™

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EPIC

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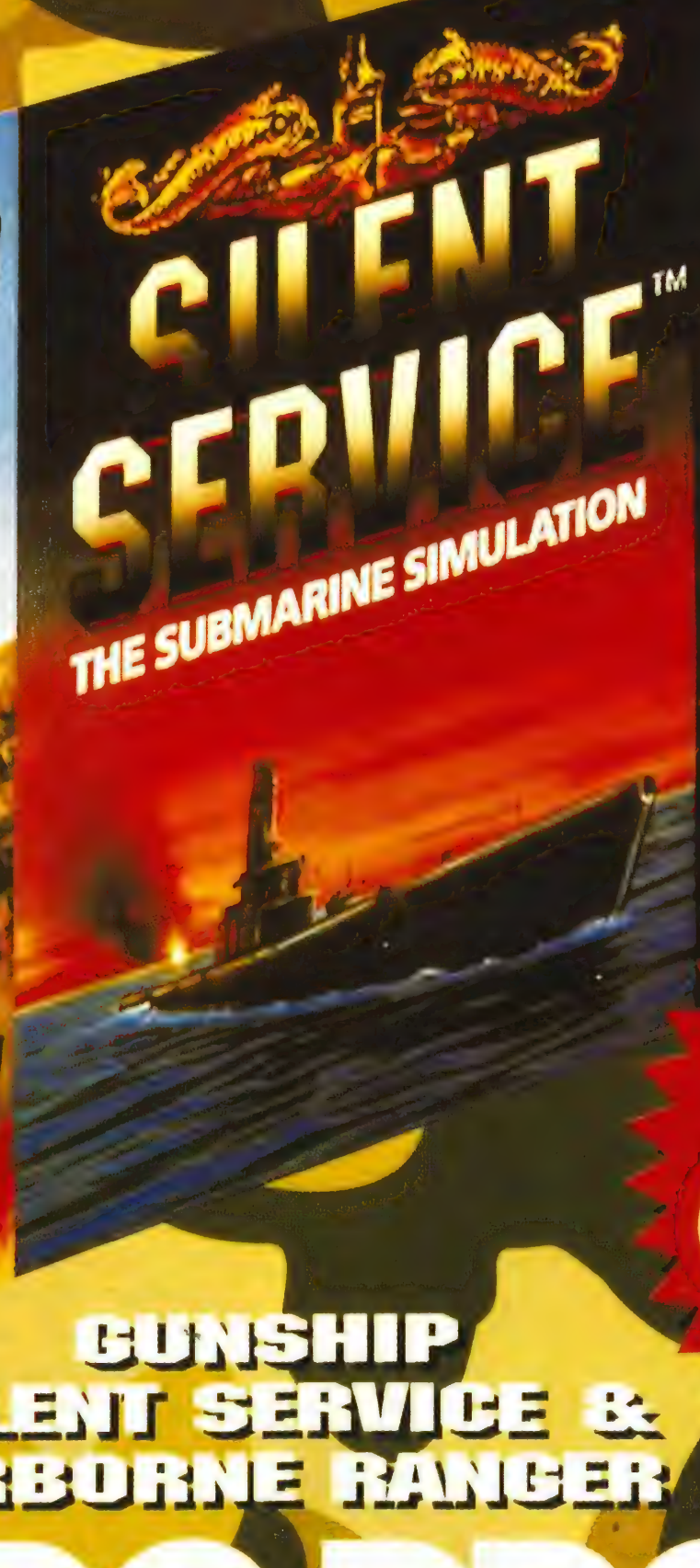
3 Action Simulations

THE AWARD WINNING ATTACK HELICOPTER SIMULATION, WORLD WAR II SUBMARINE SIMULATION AND THE GUTSY AIRBORNE RANGER SIMULATION



3 OF THE BEST

GUNSHIP
SILENT SERVICE &
AIRBORNE RANGER

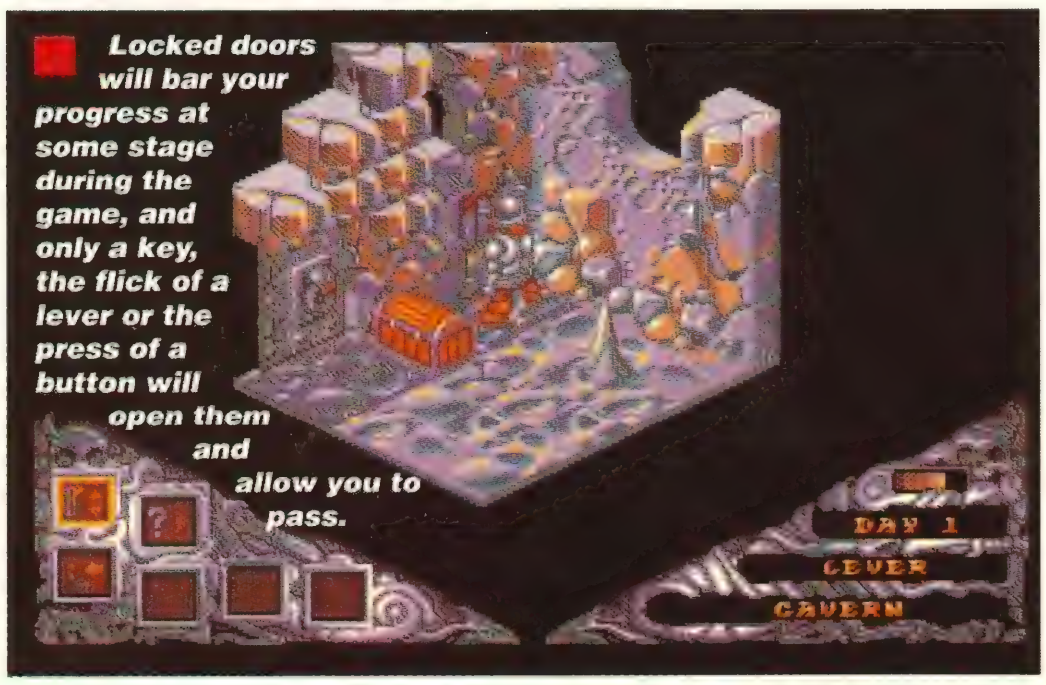
MICROPROSE

SIMULATION • SOFTWARE

CADAVER

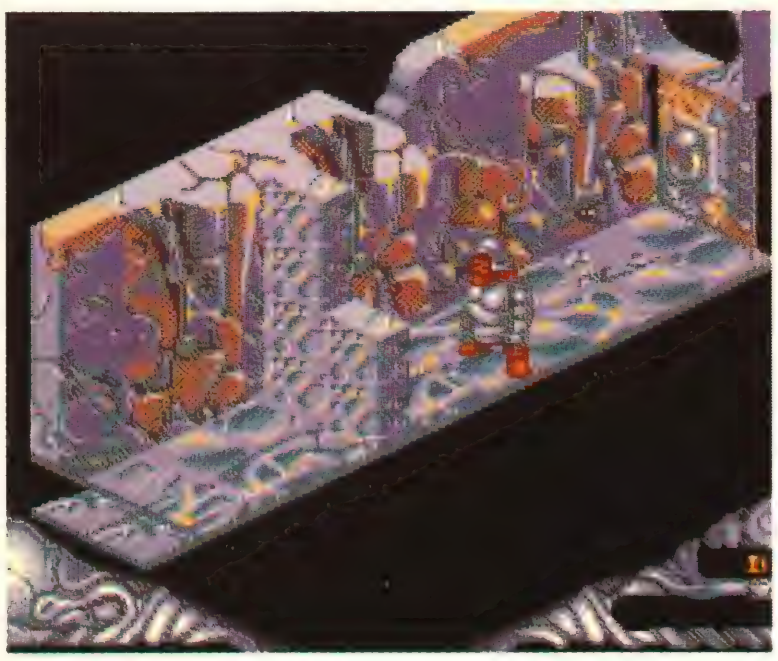
Hitting return on the keyboard will bring up the inventory of Karadoc's rucksack. The bag allows you to carry up to thirty items that you will stumble across during the game.

Karadoc has no means of fighting back when he first starts his quest, but soon enough, he'll find a bag of throwing stones that will enable him to destroy a foe with a couple of shots.



Locked doors will bar your progress at some stage during the game, and only a key, the flick of a lever or the press of a button will open them and allow you to pass.

Clues in the form of parchments and scrolls are often scattered around, and when read a helpful hint on a tricky puzzle will often be given.



A solid wall halts your progress as not even a hardy warrior like yourself can walk through thick stone. However, you can use your brawn and knock the wall down with the pick axe found earlier.

There is a large castle situated in the depths of the Miasmal swamp which was once the home and base of the great Wulf dynasty. However, that generation has long gone and the only inhabitant of Wulf castle is Dianos, a necromancer of great power and wisdom. You play the part of Karadoc, who after his last mission of slaying the terrible Bedwig the giant in mortal combat, has been hired as a bounty hunter by the murdered Lord Carolus' captains. You must enter the huge and inhospitable castle in search of Carolus' assassin - the insane chancellor, Dianos.

For those of you who don't know what a necromancer does, he or she has the ability to summon the residents of the ethereal plane - the undead. This means that Wulf will be scattered with zombies and skeletons that all listen to Dianos' every whim, which will usually involve your demise. Other creatures that live in the dank castle are large spiders with a venomous bite, spiked balls that float after to you and get straight to the point and even wriggling worms who'll explode when they come into contact with you.

Cadaver takes on the isometric three view of the castle, and shows in great detail each of the room that you manage to enter and search. Using the joystick you can move Karadoc around the dusty rooms, and by tapping the button whilst standing next to an object, bring up the icon screen. This enables you to collect the object you're next to, examine an item or if the item in question is edible, eat or drink it.

A the beginning of the game you be equipped with nothing and you'll only be carrying your rucksack and the shirt on your back. However, this will all change soon enough as valuable object can be found throughout your quest, such as gems, parchments and pieces of armour including shields and helmets. As far as weapons go,

STEVE

With the release of Treasure Trap two months ago, it seems that Electronic Zoo started a bit of an isometric trend. Already this month, we have had Voodoo Nightmare which impressed, but Cadaver just blew me away! There is so much in it it is unbelievable, and the puzzle and huge play area will ensure that I'm battling with it for months to come. The graphics are nothing short of superb, with some of the nicest use of colour I have seen in a while, and the variety and animation of the many deadly creatures you face is incredible. Quite simply a stunning game, and one that proves that the Bitmaps can turn their hands to practically any style of game. Brilliant.

ZONE

OVERALL 84

GRAPHICS 88

Cadaver's graphics are breathtaking, the backdrops being superb. The animation on Karadoc is not as good as hoped, but doesn't detract at all from a superb game.

SOUND 79

Sound isn't Cadaver's strong point, but it's not it's weak spot either! Your boots clump loudly when walking on the stone floor, and monster scream when killed.

RATING

DOUG

When I saw a pre-production copy of Cadaver about six months ago I thought that it had all the makings of a good game, and with the Bitmaps at the controls it seemed almost certain it would be. Now it is finally here and I`m pleased to say I wasn`t wrong. The number of objects you can move and pick up is amazing and each has been drawn brilliantly. The puzzles within the game are very good, and require quite a bit of cryptic thinking to work them out. As this sort of game goes this is the best one I`ve seen, and it will probably stay that way for quite a while.

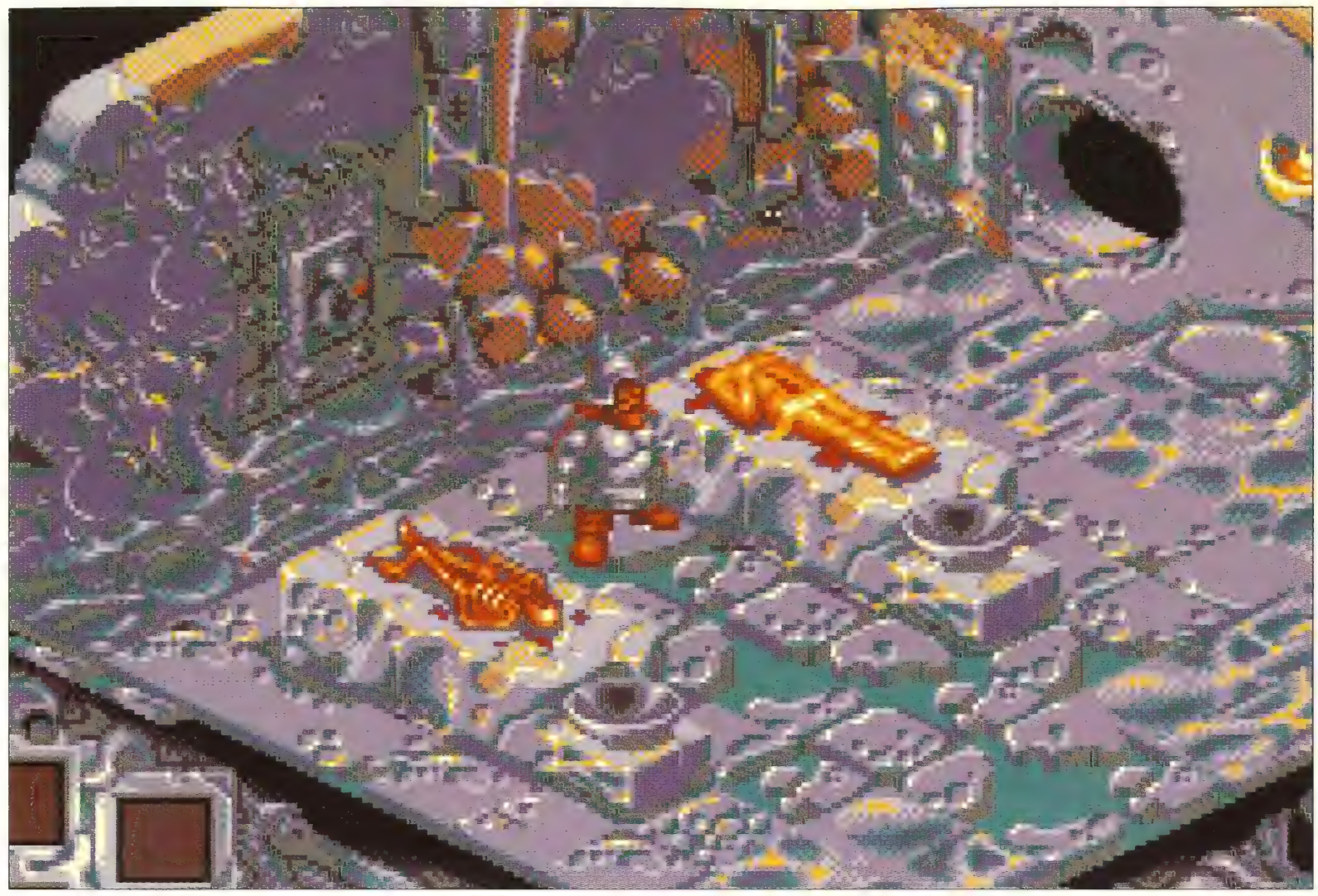
the first thing you'll find in that category is a bag full of throwing stones. A deadly blow will be dealt to a creature whenever one of these pebbles strikes the target.

The backpack enables you carry up to thirty objects, but the space is easily filled so take care not to take any junk along with you. Set over five levels, the game is packed with over seventy rooms per stage, each cavern being scattered with traps, puzzles and all manner of hostile enemies. Dianos is a tough opponent and you'll have to battle long and hard in order to conquer the threat of Wulf castle!

ALEX

This is so unlike the Bitmap's other games I was quite anxious to see what the result was. Thankfully, I was thrilled to see they have kept to their usual high standards and have once again produced a classic game that is a worthy addition to anyone's software collection. The graphics are simply brilliant, and although the sound isn't equally superb, the gameplay really shines through. If you want to see the Bitmap's true capabilities, try Cadaver - I'm sure you won't be disappointed.

Cadaver, meaning dead body, certainly lives upto its namesake. There are rotting corpses galore, most of which hold some interest for you. You'll have to search them though, and watch out - you may alert one of the nearby guards.



(Right) A large hole in the floor certainly doesn't look that exciting, but you may well wonder what lies at the bottom. There is only one way to find out, so forget about the massive drop and dive in!

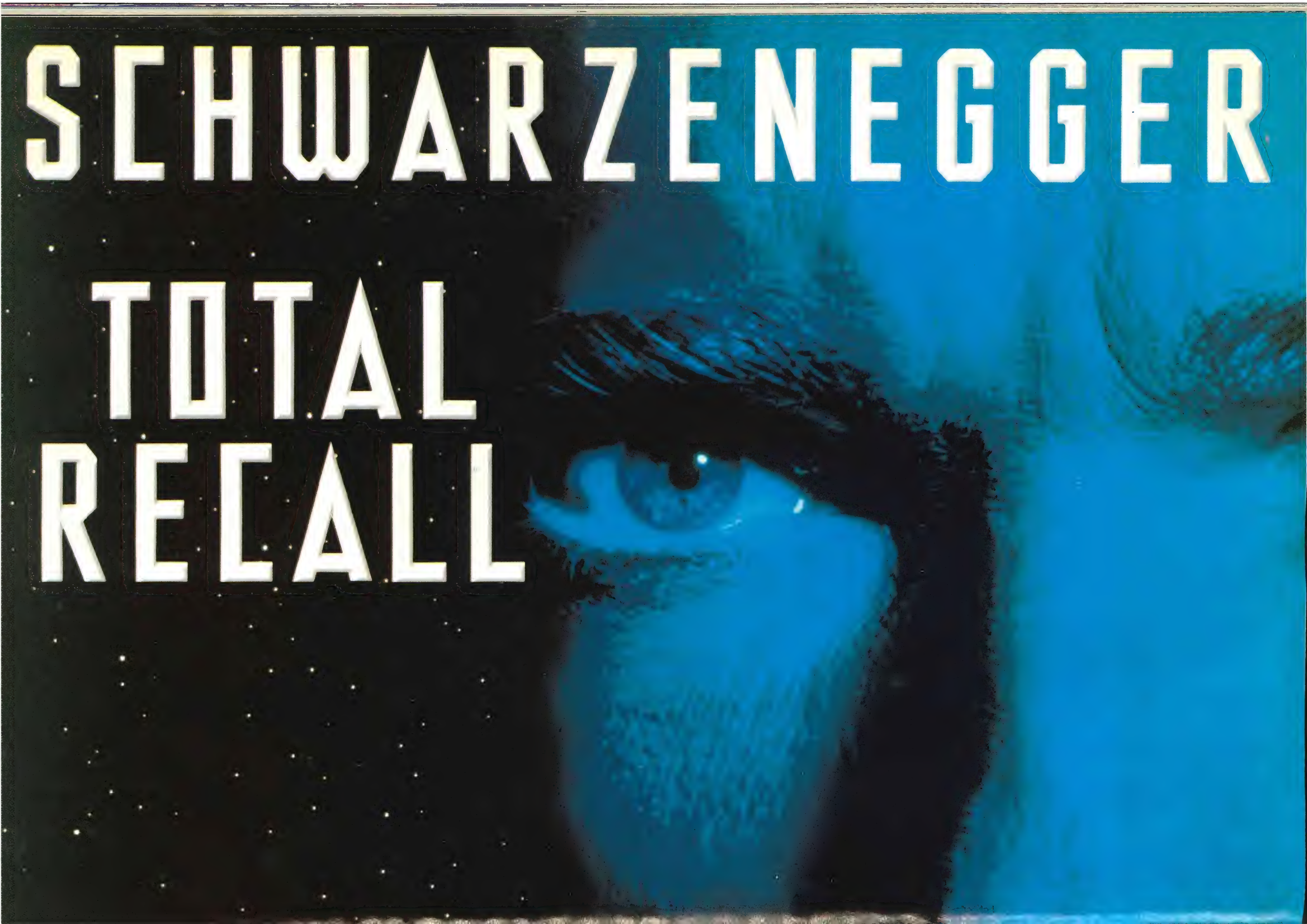
(Left) After destroying the spiked ball, a gleam in the corner of your eye brings your attention to the small charm, concealed in the hole in the wall. It's too high for you though, but by moving the barrel underneath and jumping up, the fabled object will be yours.

(Below) When trapped at the bottom of a pit with no means of escape, it is time to resort to magic. From earlier experience, you know that you must cast six gems into the pool in order to be teleported out of the sticky predicament.

(Above) Cadaver has its fair share of nasties, and all deplete your energy when they come into contact with you. Bats fly over head and swoop down at Karadoc, whereas these beasties leap around, hoping to land on and crush you.

SCHWARZENEGGER

TOTAL RECALL



ocean
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ORIENTAL GAMES

ALEX

There aren't that many classic martial arts games on the Amiga at the moment, IK+ and Budokan being about the only ones that I really enjoyed. However, I found Oriental Games to my liking, as it was both enjoyable to play and challenging. I did, however, find that there was an apparent lack of different styles to compete in. There are plenty of moves to be learnt, and personally, I'll be returning to Oriental Games for quite a while to come.

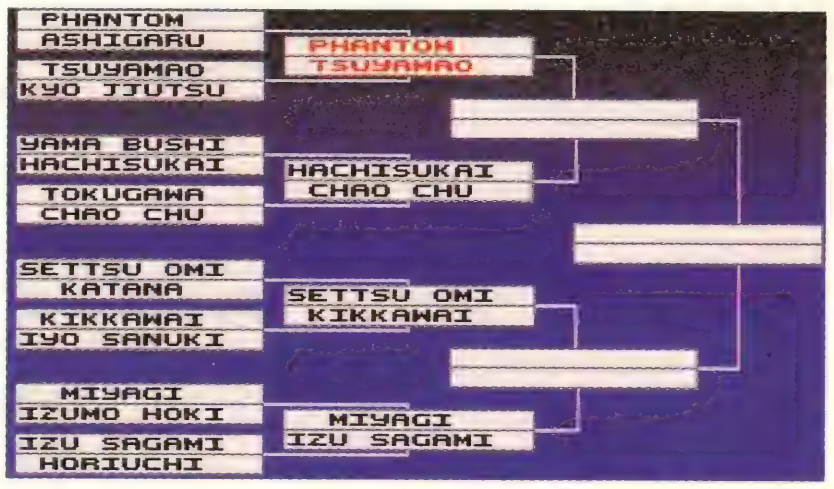
Martial arts games are somewhat in plentiful supply in the software industry, with names such as IK+ and Chambers of Shaolin to remember just a couple. They were usually based around two different types of game - the horizontally scrolling beat 'em-up and the head-to-head competition. Most of the games attempted to recreate the speed and skill of the real thing, allowing you execute most of the moves that you could wish for.

Oriental Games is based around the competition side of martial arts, and should hopefully put you up against some of the world's top fighters in the event that is billed as the fight of the year. To begin with, you must first sign in. This requires you to enter the dojo and record yourself onto the computer log. You must then ready yourself to enter one of the arenas and begin the competition or head-to-head. Apparently, you must summon your 'chi' by meditating, which, in English, means summon your inner strength.

There are three events to compete in: Kung Fu; Kyo Kushin Kai; and lastly, Kendo. Each has its own style of play, and requires your full attention and hours of practice in order to master the more complex moves. A joystick editor has also been included, allowing you change the different joystick positions for the various moves available to you. There are sixteen to allocate in all, using a combination of joystick moves and tapping the button.

Kendo involves you throwing on the proper armour and wielding a large stick made up of bamboo. The body armour and helmet protects you from your opponent's blows and vice-versa. The screen is divided into two, with the game area at the bottom and status panel at the top. The statistics inform you of the current

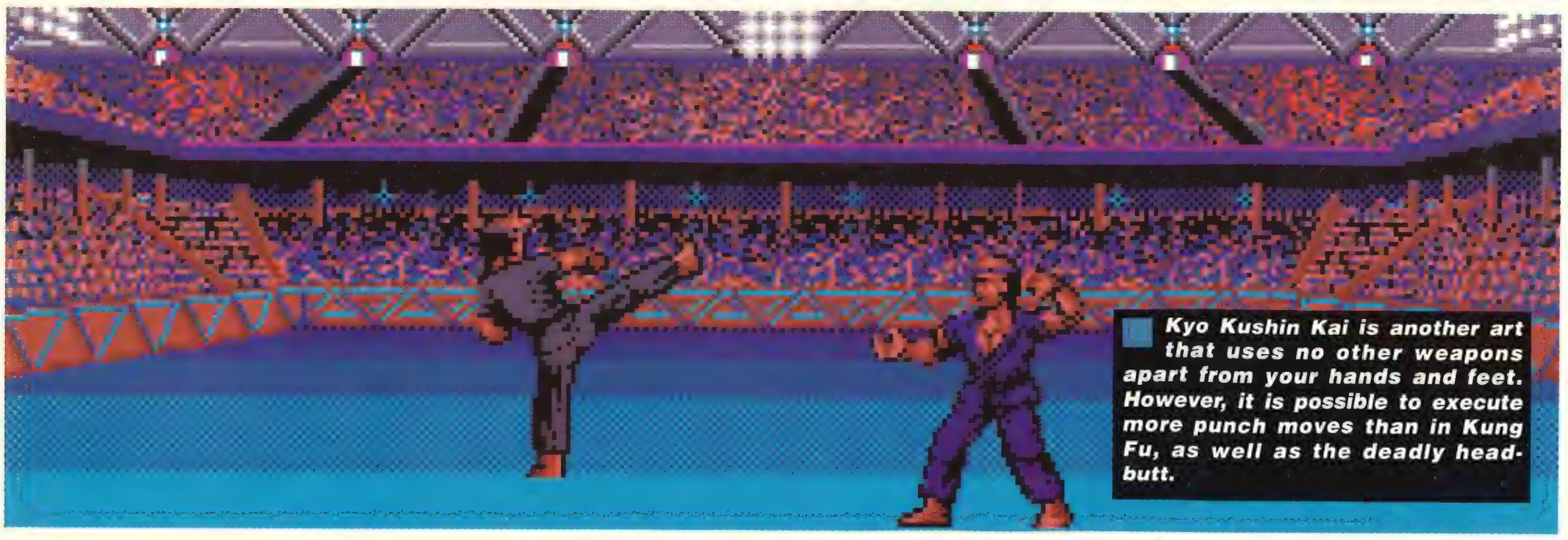
The Dojo is where you will always return to after competing in one of the three events. You choose which arena to enter next by simply moving the cursor over the desired area and clicking the button.



(Left) The roster details you on all of the victories, losses, and forthcoming fights. It is also where you'll see who your next opponent is, and hopefully your foe if you make it into one of the finals.

(Right) One of the three martial arts you can fight in is Kung Fu. Without the aid of a weapon, you must use punches and kicks.

(Right) When you first enter the Dojo, you must sign on at the reception. It is possible to have up to sixteen human players at one time, although you'll be waiting one heck of a long time for each person to have their go.



Kyo Kushin Kai is another art that uses no other weapons apart from your hands and feet. However, it is possible to execute more punch moves than in Kung Fu, as well as the deadly head-butt.

energy of both yourself and the person you are fighting. It also informs you of your opponent's aggression and feelings at the time. It takes fifteen hits to reduce your foe's stamina to zero, and each time you successfully hit, one of his energy bars will be filled in. This also goes for you, so you must try and conserve your energy as best you can.

Kung Fu and Kyo Kushin Kai involve no weapons at all, only your hands. You can compete at novice, professional or master levels, and Oriental Games also has the option to include up to sixteen human players. Another option is whether to view the computer versus computer matches, or alternatively just read the match report.

ZONE RATING

OVERALL 74

GRAPHICS 75 The sprites are well drawn and are animated to a high standard. But the backdrops are the same and very soon the graphics repeat.

SOUND 66 Grunts galore when you strike your opponent, as well as other sampled groans and strange noises!

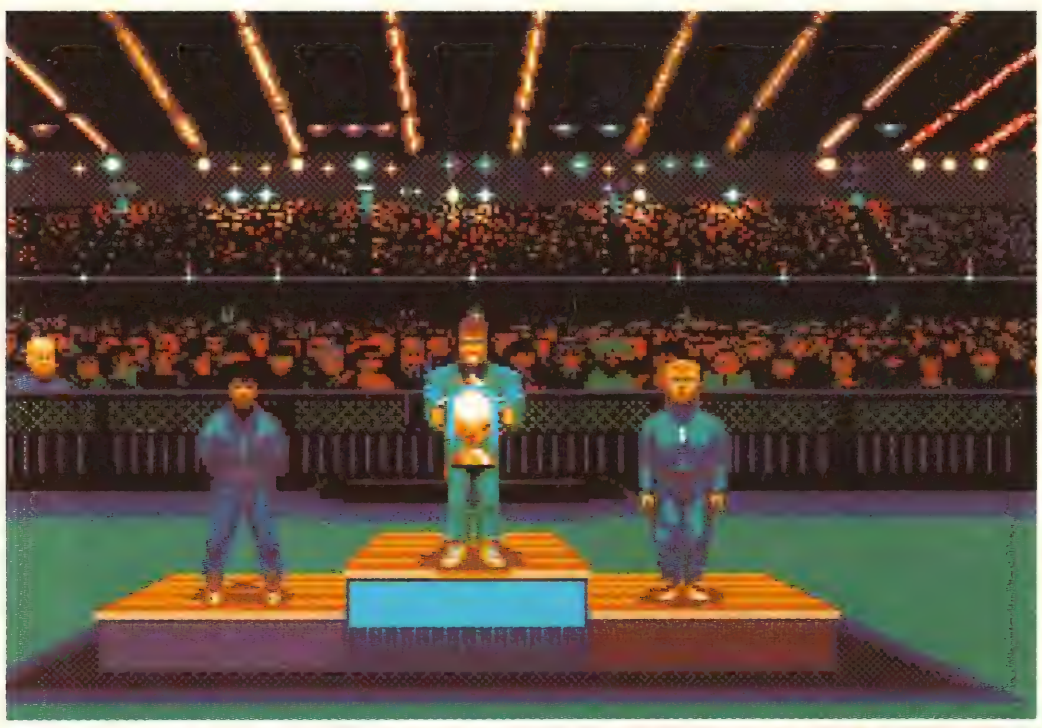
MICHELLE

IK+ ranks as one of my favourite pastimes, mainly because of its fast pace and wide range of moves. Oriental Games possesses the latter, but I think that it would have benefitted from being faster. The action seemed a little slow for my liking and while this may be true of the real sport, it doesn't`t capture your attention as you play it on-screen. Still, it is an accurate conversion of a number of martial arts and, I think overall, if you're interested in martial arts, or practice them as a sport, this may be worth a look.

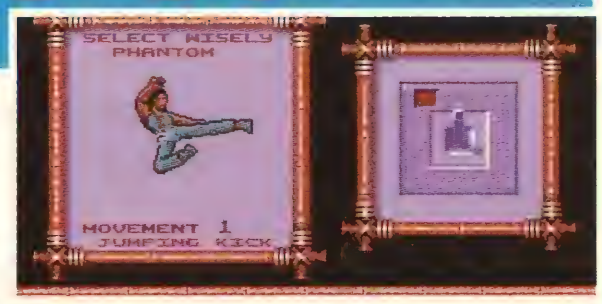
DOUG

I have been a fan of beat`em-ups for ages, and have survived Kung Fu Mster through to Chambers Of Shaolin. Now we have Microstyle`s entry and, although it isn`t the best, it is, I must say, fairly playable. The movements of the fighters are nicely animated and the sound effective, but I felt that the game`s pace could have been made faster for a more frenetic game. Finally, I was also rather disappointed to find that, whilst reading the instructions, the humble Spectrum version boasts more events - I wonder why?

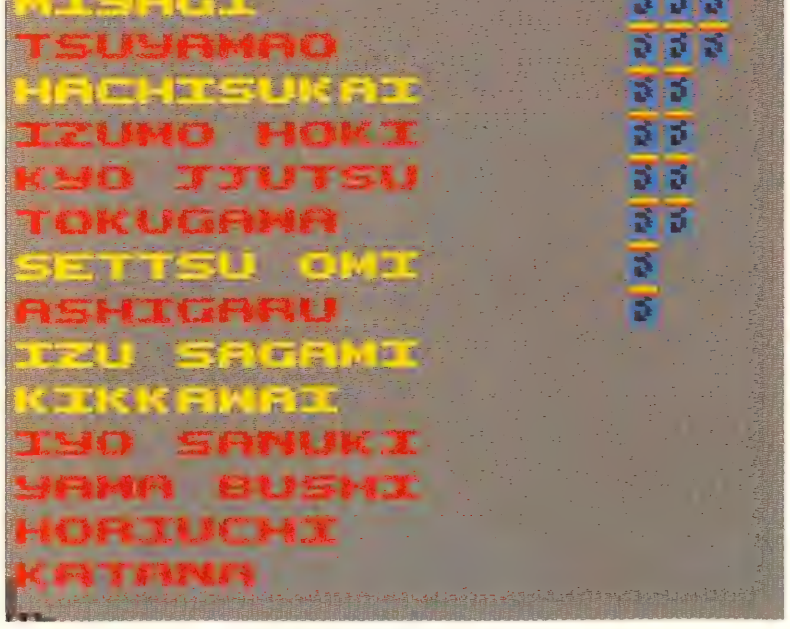
(Right) Kendo is the art of fighting with a bamboo sword in a form of fencing. Meaning `way of the sword', Kendo is solely based around the sword, using it both as a means of offence and defence.



(Right) The joystick editor allows you select which moves will be executed when the joystick is moved in a certain direction.



(Above) After winning many battles you finally reach you way to the top. This means that you have overcome various tough foes and in return you are awarded the coveted trophy that is rightfully yours.



(Above) You are also given awards every time you are skillful in combat. These include the standard merits, as well as a gold, silver or bronze medal if your are good enough!

(Above) At the end of each fight in Oriental Games, you will be given each contestant's statistics. This includes the number of successful hits you threw, blocks made and how many misses you made. Also shown are any medals you may have earnt in the previous battle.

RAN XEROX

Ran Xerox is based around on the French cartoon of the same name, and is billed as an explosive combination of arcade and adventure where you, as Ranx, must rescue civilisation as we know it. A new threat has now overcome Earth, and Fushia sickness and the Psychoplague are rapidly spreading from one town to another rapidly, and with devastating results. To top it all, no known vaccine has been found for either of these diseases, and therefore civilisation is currently down on its knees - even the president of the United Sates of America has caught the dreaded bug.

This is where Ranx comes in, as he has been called to find a cure for the fatal illnesses, and as a consequence make sure that our race lives on. On your journeys, you'll have to travel from Rome to New York, the streets being littered with the worst rabble you can imagine. Hooligan will knife you, while crime bosses will send their henchmen to gun you down.

Ran Xerox includes both arcade and adventure sections, the former involving you walking around the dirty streets, teaching thugs a lesson by punching their lights out and at the same time picking up vital pieces of equipment that help complete the smaller missions.

The adventure section however, allows you to travel from Rome to New York, searching and thus hopefully finding clues that will lead to your ultimate goal.

DOUG

At first, Ran Xerox seems to be a limited arcade/adventure with beat`em-up overtones. However, as time is spent wandering through the large play area and interacting with (not to mention beating up) the many colourful characters you encounter, it becomes apparent that the game is just that little bit different. Like Alex, the violent side to the game appealed to me, but there is so much else to do that it will please most puzzlers. By no means a classic, but well worth a look.

ZONE RATING

OVERALL 78

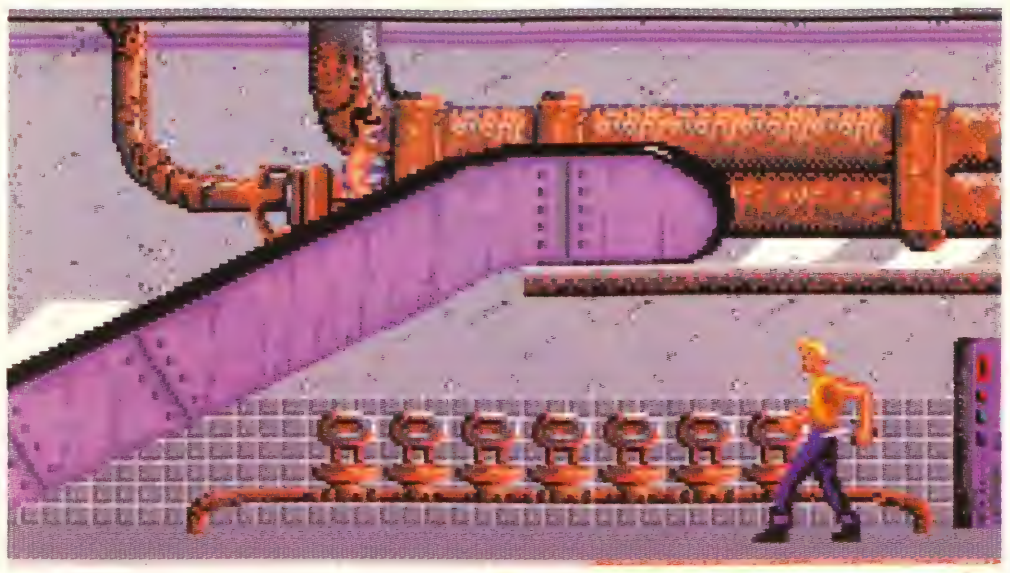
GRAPHICS 77 Nicely drawn, but the animation leaves a lot to be desired. Ranx walks around as if he has got some sort of haemoroid complaint!

SOUND 81 During the game the noise of the city blurs on in the background whilst a grunt will be let out when a punch is thrown.

ALEX

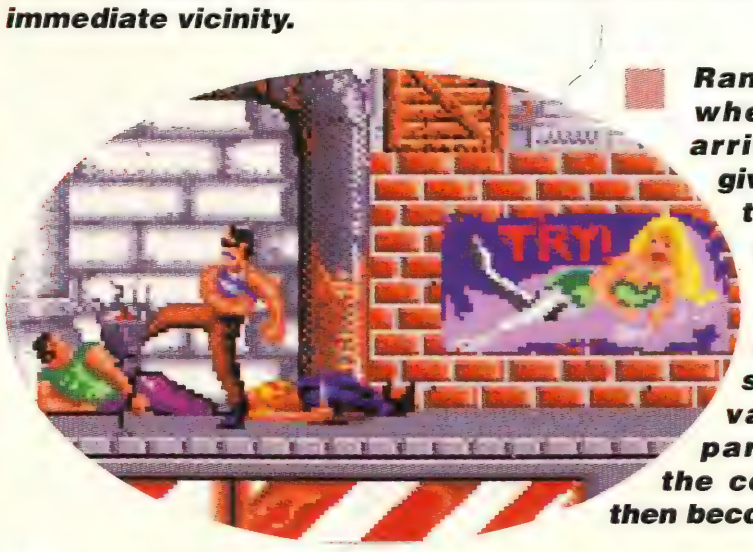
I have never heard of the comic strip variant of Ran Xerox before, so I was intrigued to see what sort of game it would turn out to be - I think the best way to describe it is, er, different. I quite enjoyed having to make my way through the streets of the rough side of town, and they have certainly catered for people who like their fair share of violence - every time you kick somebody's head in, blood spurts from their wound and they collapse to the floor, dead! It does take a while to get into, but after the initial frustration, I think that most people should enjoy the combination of lateral thinking and brutal violence!

(Below) When Ranx first starts the game, he emerges from the local subway exit. However, if he returns to the hellish depths of the underground station he'll be greeted by thugs galore, all of whom are wielding some deadly weapon!

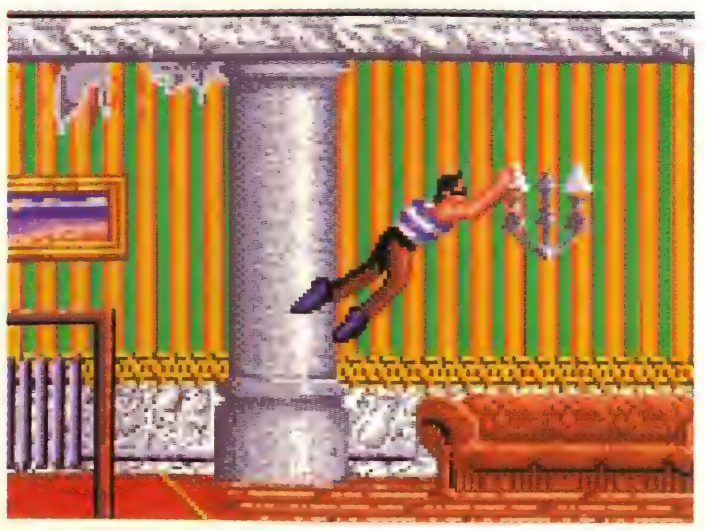


Being an android, Ranx often has to recharge his chips. This is simply done by finding a nearby lamp-post and then kicking seven bells out of it. If done correctly, sparks will leap out of the battered lamp and restore Ranx's energy.

Tapping the space bar enables you to access the bottom menu screen, and in turn allows you to view Ranx's health, repair himself and more importantly, talk to anybody in the immediate vicinity.



Ranx is penniless when he first arrives, but he is given a clue as to the location of some ready cash by the girl standing on the street corner. It seems if you vandalise the parking meters, the coins inside will then become yours.



The doorman to the hotel is a stubborn old man and will let no-one in without the proper ID. However, it seems he can be bribed with a small amount of money, thus giving you access to all of the rooms inside.

LEGEND OF FAERGHAIL

The land of Thyn is a great one, and under the rule of the Count it has also been a peaceful one. But these days all this has changed, and evil forces are everywhere, making even the simplest of journeys outside the city very hard going and full of danger. The elves are the main cause of this evil, and over the last year they have brought many deaths to the people of Thyn. No one quite knows why the elves have suddenly started waging war on the peaceful kingdom, but evil forces are thought to be behind it all, somehow managing to control the elves. You are only young, and have little experience in combat, but your courage more than makes up for what you lack in those departments, and this is why you have taken it upon yourself (and the help of up to five other characters) to find out what or who is behind all this trouble.

As with most RPG games before you can do anything you have to create a party. The selection of different races and classes are a bit different from the normal races, but it`s mainly because there`s more to choose from, and only the attributes have been reduced. A selection of skills is also available to each character, and these come in very useful during the game. The game`s layout is very similar to the old Bard`s Tale by Interplay/EA, with a small window in the top-left corner of the screen where you can view ornate pictures of your enemies and the locations you visit. The dungeons are also very similar, but random encounters are not present and you can see your enemies walking around.

ANDY

Everything about the game is bland. On the plus side, there are some nice additions in the character generation part of the game, with a few extra classes to choose from. But when it comes down to it, Fearghail is just like any other RPG. If you like RPG games and you aren`t doing much at the moment then pop out and buy it, while waiting for the next blockbuster.

DOUG

Legend of Faerghail is a very good RPG, with some neat graphics and sound, and, more importantly, a very good storyline. Unfortunately, the game is just too similar to the old Bard`s Tale series by Interplay - the layout of the screen is almost identical. Legend of Fearghail is a very good game and I can quite easily recommend it, but if you haven`t got the Bard`s Tale, go out and get that instead because it`s a lot cheaper at only a tenner.

ZONE RATING

OVERALL 72

GRAPHICS 68 Nice graphics depicting your characters and the backdrops but they offer nothing new or prettier over say the Bard`s Tale.

SOUND 43 A few sound effects during the game and a few more in the combat sequences attempt to give you the feeling of being there. Not much variety to them.

Money is the root of all evil, but it`s also what you need if you`re going to survive for very long. After each battle, search through the remains to see what gold and other valuables you can find.

What RPG would be complete without the designer dungeon? Loads of nasties and plenty of treasure is just waiting to be collected, as long as you can survive long enough to claim it.

It doesn`t take long to get lost in the wilderness, and if you haven`t made a map there`s a high chance that you won`t make it back to the town in one piece.

There are plenty of monsters to get in your way, and most of them will inflict a lot of damage. In addition, as you get stronger, so do they.

There is a whole selection of different people and monsters for you to choose to control, and there are four different professions for your characters to have as well. The right choice is essential.

(Right) As you progress through the game you will be able to watch your skill improve, but far more important is the increase in your hit points.

Taking a look at the Parlez screen will show you what items are available on this level. You could simply take the items, but if you do the local inhabitants might not be too pleased.

Sometimes you will start with a small group of followers to protect you. But they can only take so many hits and then you`ll be left to defend on your own.

Traps are everywhere and you will need to watch where you're going, or you will end up the bottom of a deep hole. In this case you will find yourself restarting the game from the beginning.

BATTLE MASTER

PSS have long created war-games of the highest standard. However, with games such as Dungeon Master and Bloodwych, computer gamers seem to have leant more towards fantasy role-playing than East/West conflicts. Battle Master is a combination of the two styles, and allows you to control a character as he wanders around a large kingdom, improving his skills and finding magical items and treasure beyond belief.

The character races available in Battle Master are the Humans, Orcs, Dwarves and Elves. Each one can be a fighter, thief, mage or merchant. You must explore the land while defeating the enemy and collecting treasures, food, weapons and other precious artifacts. You can call up your character sheet at any time so that you can monitor your character`s health and present situation. Once you are happy

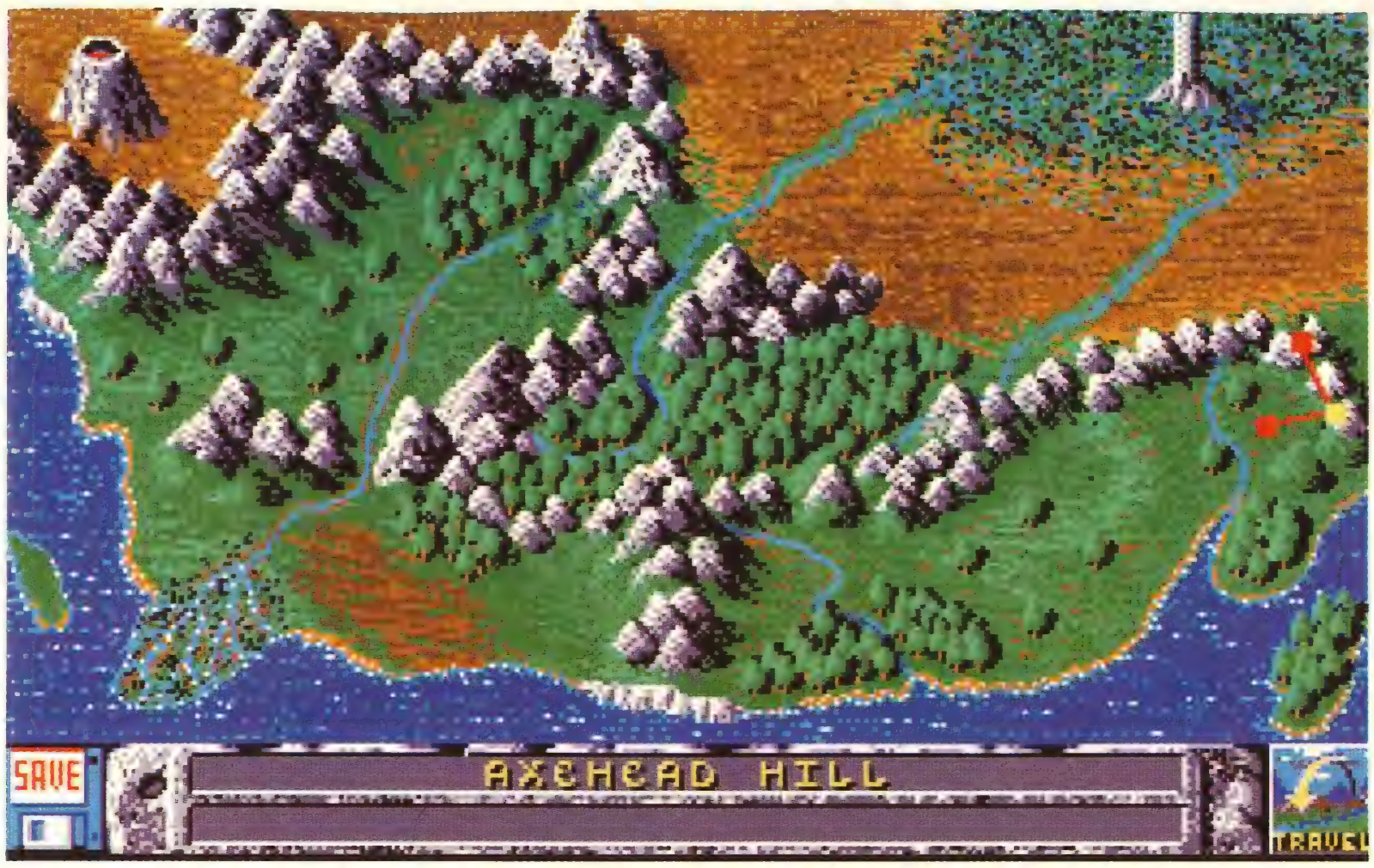
ANDY

Battle Master is not the sort of game I would normally associate with PSS. Having been used to their more strategy-based games, the joystick-controlled action seemed a little unusual at first. However, behind the `arcadey` presentation there is a superb little game, which hooked me from the start and refused to let go. There is a massive map to explore with lots to see and do, and hidden away in the many forests are all manner of castles and places of interest. A brilliant game, that comes highly recommended.

ALEX

The arcade game-style graphics may put purist RPGers off Battle Master, and this would be a pity as they would be missing one of the best games of its type for a long while. As I explored the game, I was rapidly drawn into its deep gameplay and massive task. All in all, a deep and challenging game which, as well as ensuring it a place in the RPG hall of fame, also confirms PSS as one of the masters of the genre.

Once you have collected all the items, and killed most of the enemies you can travel to another part of the kingdom. But if you want you buy free passage and save a few hit points.



(Below) Food is very important, and when your hit points get low, a quick chomp on some nosh will quickly replenish them. You can never have to much food in your possession.

ZONE RATING

OVERALL 77

GRAPHICS 71 Very well drawn graphics that are really very pleasing to the eye and add very well to the game's overall gameplay.

SOUND 68 Not very much has gone into the music and sound effects but what little there is is brilliant and really helps to add to the games overall appeal.

that you have collected enough treasure, you can travel to a new location within the world, Along the way you will be attacked by the enemy and you will have to use your weapons with great skill in order to kill them.

As well as encountering enemy forces along the way, you will also be able to visit villages where you can enter the houses and steal the contents. Some of the houses may be fairly big and you may need to travel for a fair while before the whole building has been investigated. Not all of the houses will have objects in them but those that do will contain items such as chain mail, weapons keys and food. The keys will allow you access to areas that are locked. As well as items, you may also encounter enemy troops that lie in wait for you. You`ll have to fight it out with these so that you can collect all of the items. You can then feed your character, dress him and and arm him through the character display sheet.

Buildings aren`t the only areas that you can explore and you may come across caves that have been dug deep into the walls of rock faces. These also contain objects but beware - the ground you walk on is extremely fragile and may crumble away at any time, sending your band to their doom. Not all of the characters that you meet on the way will be out for your blood and you may be allowed to parlez with them. In this instance you can try and buy their specialised services or even purchase essential items.

DOUG

PSS have managed to combine strategy with RPG in Battle Master to create a superb game that has you addicted from the word go. There`s plenty of variety and the playing area is huge, with villages, mines and castles all waiting for you to explore them. The graphics are pretty good and make the game even better, along with a few sound effects to back them up. Both strategy and arcade fans will enjoy this game, and it is well recommended.

Unfortunately your character can`t swim and any contact with water will prove fatal. If there`s something worth getting, there`s always another way round.

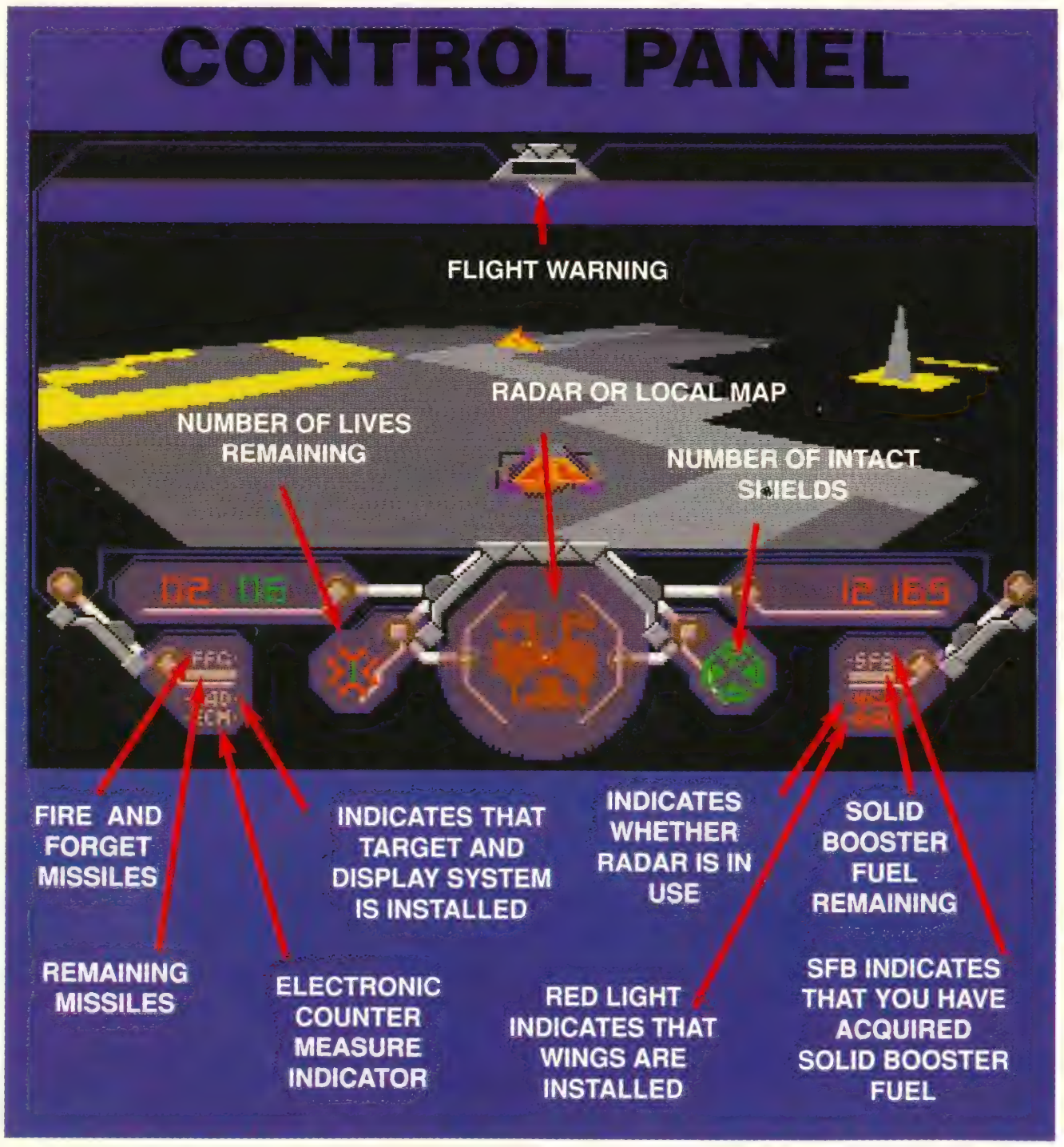
Some places can not be accessed unless you have activated a switch, but beware, for not all of the switches have nice reactions.

(Right) Villages can be encountered here and there, and they are usually a good supply of objects. Unfortunately, they are mostly food, and the magic items are stored in safer places.

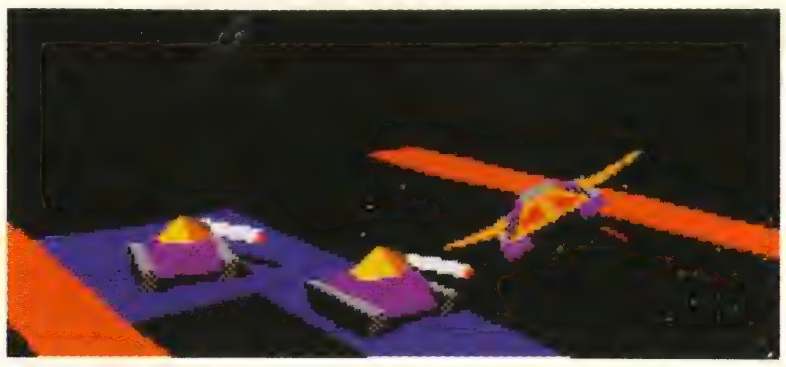
SIMULCRA

After the update of the brilliant Paradroid, Graftgold have produced yet another shoot 'em-up, but this time using vector graphics and for software giants, Microprose. You take the controls of an SRV, which, in English, means a surface reconnaissance vehicle. However, this space-aged craft has the ability to sprout wings and is therefore capable of limited flight. When on the ground, you can either have the SRV in tank mode, with wings retracted, or alternatively you could have the wings fully extended. This means you could take off at any time you wished, but they are vulnerable to attack should the situation arise.

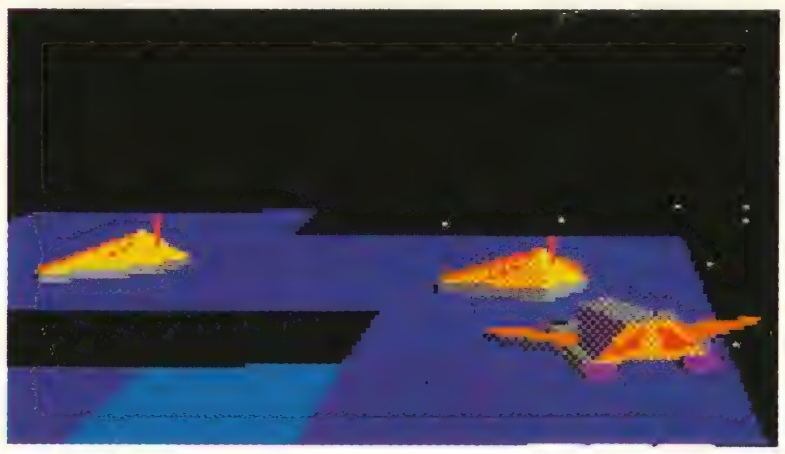
The future in our eyes has become true and at last war is not fought over the great continents that make up the planet Earth. Instead, everything takes place inside a massive simulator which, depending on the performance of the player, will decide the outcome of a otherwise vicious conflict. In place of the thousands of innocent young men and women who enter battle and are then slaughtered, the skills of a few select pilots are called upon. These simulator soldiers then enter the matrix, as it is called, and start the long, hard battle. The main aim of Simulcra is to seek and destroy the generators that are scattered across each matrix. These generators provide



Simulcra's in-built map is a detailed account of all the happenings in the current matrix, showing any barriers that have been knocked down and the like.



(Above & below) The craft you are issued with, the SRV, is both adept at flying and trundling across the imaginary landscape, blasting anything that happens to fall in the way. With the wings fully stretched, you can either take a run up and glide in the skies, or if a solid rocket booster is fitted, pressing F5 will punch the booster and send you far into the distance!



(Below) After searching the matrix far and wide, your target, a generator, lies out in front of you. As you approach, it'll launch a couple of devastating missiles, but these can be skilfully avoided and a few shots will soon show this thing a lesson or two.

ZONE RATING

OVERALL 78

GRAPHICS 78 The vector-graphics used in Simulcra are perfect. They move smoothly and quickly against the computer-generated backdrop.

SOUND 71 Not as strong as the graphics, but good all the same. The main tune is good, and a few spot-sound effects help add the game's great atmosphere.

STEVE

The best thing out of Simulcra is its ease of play. Although the smooth 3D graphics make it look like it requires a massive manual, in fact it is one of the most playable shoot`em-ups I have encountered in quite a while. Whereas past 3D shoot`em-ups, such as Voyager, have attempted to break out of the Elite and Starglider II mould of in-depth play and failed, Simulcra succeeds admirably, creating a fast and varied game in the process. All in all, a smart game and its appeal will last for several months.

a shield that outlines certain areas of the matrix that otherwise cannot be entered. These barriers are represent by red lines stretching their way across the imaginary landscape, and only when they are lowered can you progress.

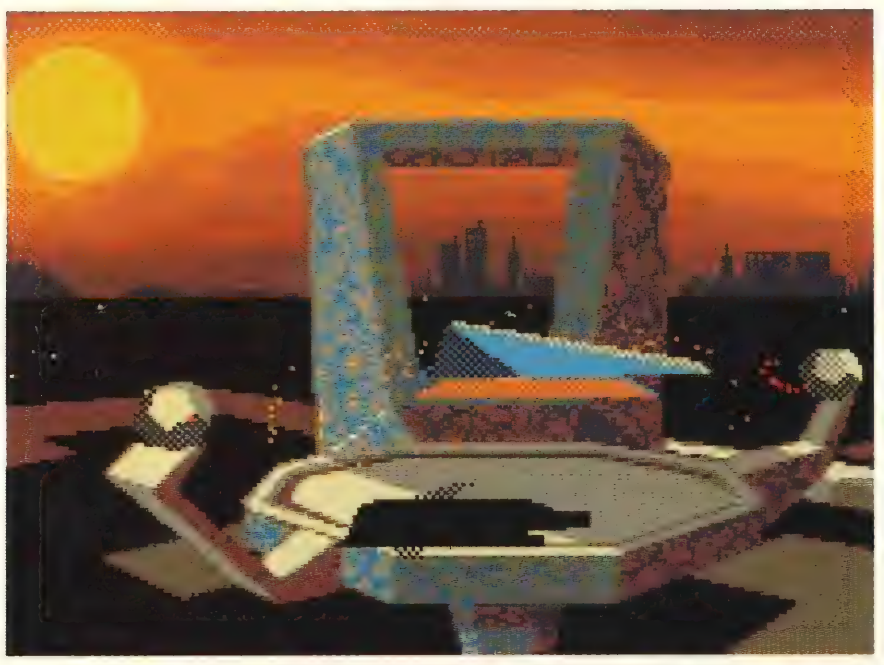
The matrix is computer-generated, but something terrible has happened. A virus has penetrated the main memory banks of Simulcra, the battle simulator, and is turning the power-surge held within onto the defenceless world. The only hope left is to enter the matrix and destroy the power-generators before the end of time is a myth no more.

The are thirty of these matrices in total, and each group of five is designed to relate to a certain type of combat scenario. For instance, the first group is supposed to represent battle throughout the spaceports, where as the next batch could be anything from Inter-starcarrier combat to maze conflict.

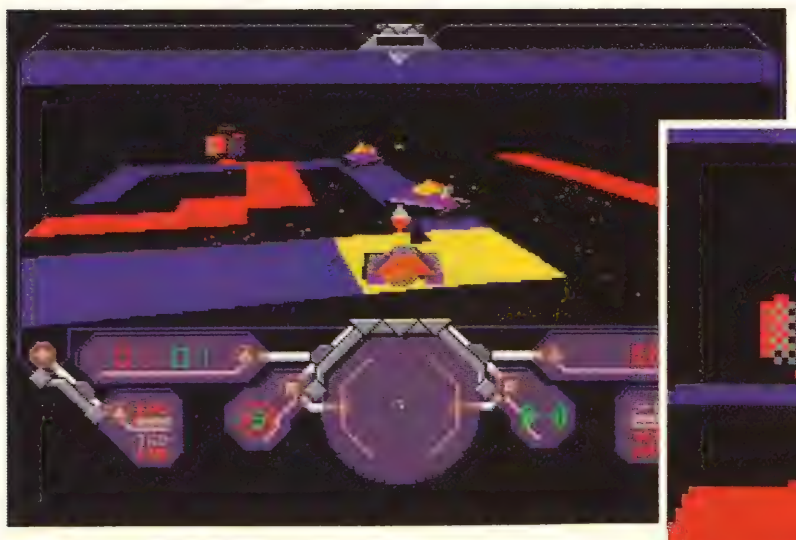
To begin with, your SRV is only armed with a twin front-mounted cannon which can be used to take out enemy craft and installations. However, collecting the power-up pods left behind by exploding aliens could mean the addition of any of the six bolt-ons available. Most of these equip your craft with extra items such as fire-and-forget missiles or an electronic counter-measure, used for jamming incoming shells. You can also find bonuses that replenish lost shield power and the like.

(Below) The vectored floor is littered with laser-spitting enemy outposts, and when you attempt to either close in on them or bypass their guns, a burst of plasma will errupt next to your craft or if you're unlucky, destroy one of your shields.

Once you have managed to perpetrate the matrix and have successfully destroyed each and every power supply on that level, the floor will crumble away and you'll find yourself being mysteriously transported to the next stage.



(Above) The matrix was created in order to stop the wars that have been occuring of late. The killing of the innocent would cease, and instead the best pilots would come forward in a simulated battle to the finish.



(Above & right) Although the enemy are a hardy bunch, it is possible to dispose of the fiends with a couple of well placed shots. If you do manage to hit them in the correct place, they'll explode and hopefully leave behind a power-pod which enables you to improve you craft's performance in some way.

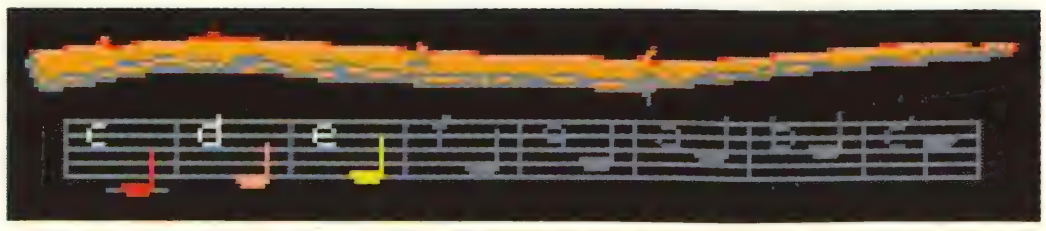
DOUG

The 3D system that Steve Turner has used in Simulcra is one of the fastest I have ever seen. The speed at which things rotate and scroll is really impressive, and backing it up is some hot gameplay. Trundling and flying round blasting everything may sound like a ticket to boredom, but somehow it all gells together to create an utterly engrossing game which I wholeheartedly recommend.

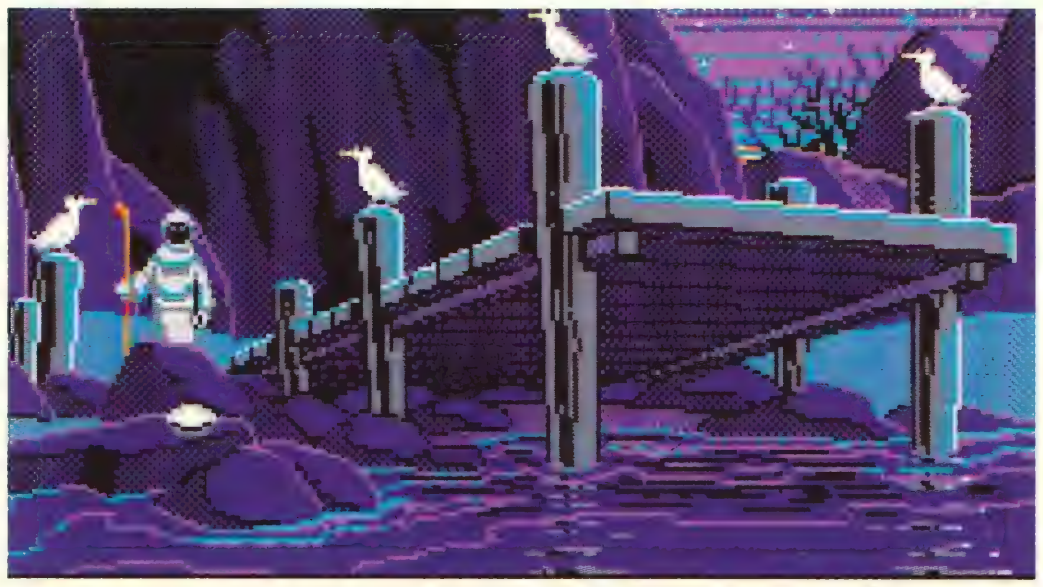
ALEX

Simulcra is one of the best shoot 'em-ups I have played in a long time, as it has oodles of gameplay and graphics and sound to match. Although you may think that shoot 'em-ups are becoming less and less varied, Simulcra is certainly a change for the better, offering fast blasting action and addictive fun for many an hour. In my opinion, one of the best original shoot 'em-ups to appear for a long time.

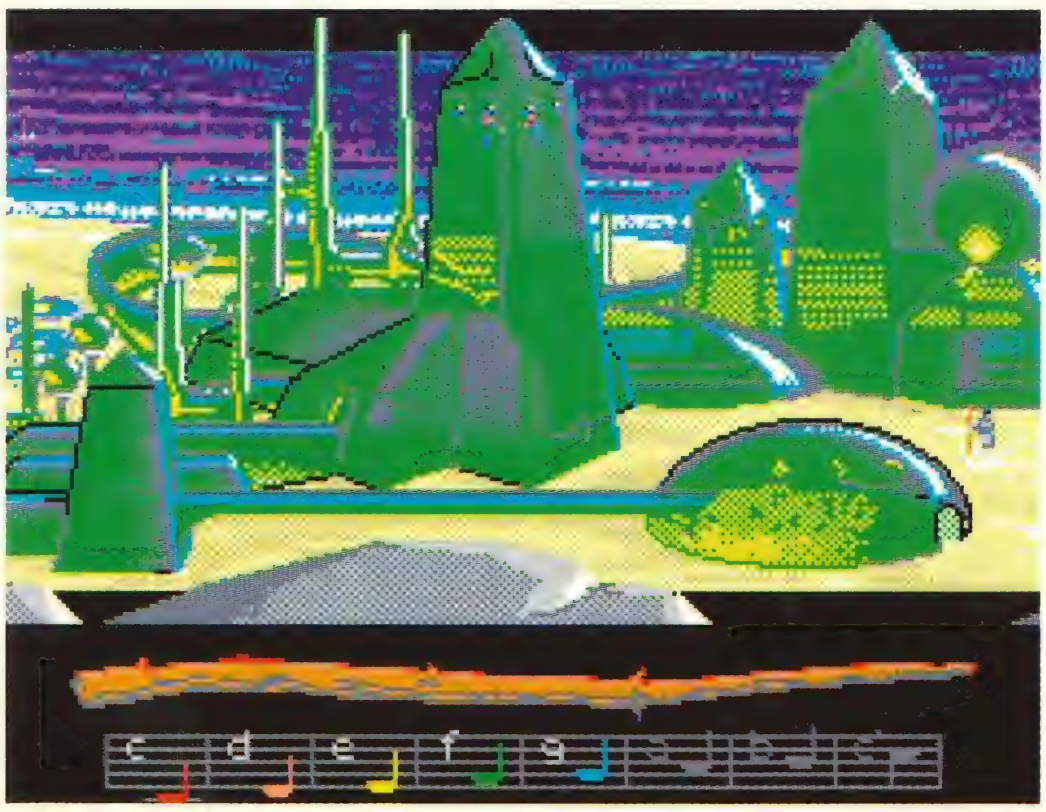
The Distaff is the first object you`ll find in the game, and it will come in very handy. Using various notes you can cast a whole load of different spells, all of which will be used at least once in the game.



Making your way down to the docks you try to find some way of getting off the island, but maybe the answer doesn`t lie here. A search of the whole island is going to be needed to find the answer.



After traversing the sea from your home island, you eventually arrive at a city made of glass. Will the answer to where your people are be inside, and if so will you be able to get it?



As you enter the forest you are stopped by four guards from the Shepherds Guild. They won`t let you pass until you show them some magic, but I don`t think they`re going to like what they see.

LOOM

It was long after the passing of the second shadow, when dragons ruled the twilight sky and the stars were bright and numerous, that human kind began to thirst again for dominion over nature. Their weapon was industry and they wielded it with confidence. One by one the mysteries of light and darkness fell before the engines of progress. Whole nations came to believe that nothing lay beyond the power of their own arogance.

Competition was fearce in those productive days. Skilled labour became a valuable commodity, and so the trades-people of the land banded themselves together to promote their common interests and protect their secrets. These professional societies swelled in power as their membership grew. A few such as the Blacksmiths and the Clerics aquired vast territories with private armies to defend them. Thus began the age of the Great Guilds.

Loom is set a few years after the age of the Great Guilds began, and mainly revolves around the the Guild of Weavers. Unlike all the other Guilds the Weavers were only interested in the progress of their skills, and because of this fact they took themselves away from the other Guilds so they could perfect their weaving; and to their amazement it more than improved - it became magical. By weaving in certain ways they could produce different spells, and eventually one day a young female weaver actually managed to weave a child.

The Elders who ruled the Guild were most angry at this, but their anger was mainly due to their not understanding. The child was taken from the young woman, and she was then banished from the land. It has been seventeen years since that day, and now you Bobbin, the child of the Loom have been summoned by the Elders. The adventure begins!

Loom is unlike any other adventure on the market today. There is no text at all, and it isn`t even icon driven in the same way as any other adventure games. At the top of the screen is the display window. From here you view your character, and the suroundings that he stands in. Moving your mouse pointer around the screen you can see which objects you can use or take. If an object can be used it appears in a small box in the lower right hand corner of the screen. In the lower left hand corner, streching right in to the centre of the screen is the main object of the game the Distaff. This is the object which enables a Weaver to cast spells. At the start of the game it isn`t present on the screen, but it isn`t very long before it is.

Apart from mouse being clicked on one of these three windows, no other actions are needed; and if you think that might make the game a little stiff, you don`t know how wrong you are!

ANDY

Loom is a brilliant and very original game that just oozes Lucasfilm's talent for presentation and innovation. The new concept that has been used to play the game is brilliant, however, although the system is a neat addition I found that the game was rather too easy, and I beat it with very little effort. The puzzles are just not hard enough and even the very worst adventurer will find that he is near to the end of the game in no time. But saying that, I still think the basic idea and the game is very good, and if you're a novice at adventures, then it`ll suit you down to the ground.

MICHELLE

Whereas past Lucasfilm games use the point and click system, the control in Loom is even simpler with Bobbin moving with no hassle at all. In addition, spell casting which sounds a little overwhelming is also simple to perform, making Loom an easy to get into and addictive little game. I do doubt its lasting appeal as it isn`t the hardest game Lucasfilm have produced, but it`s fun all the same.

ZONE

OVERALL 78

GRAPHICS 82

As with all Lucasfilm adventures, they are top class and each screen that you enter looks like you could actually walk around in yourself.

SOUND 79

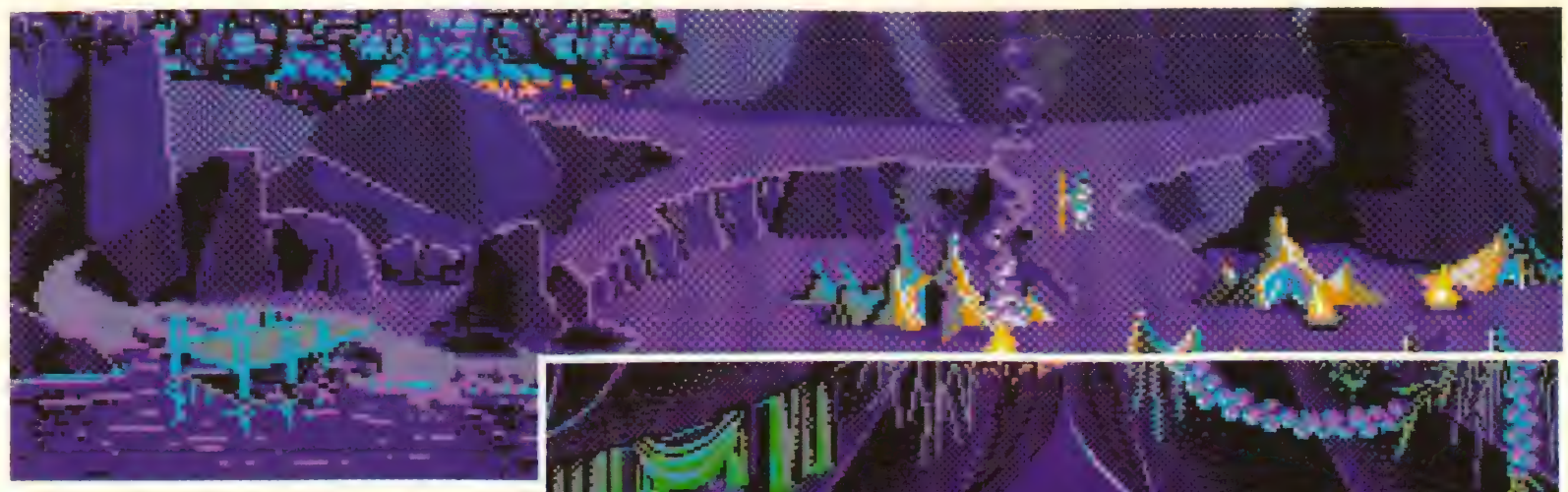
A selection of different tunes play while you roam about the various locations and there s lots of different sound effects to keep the atmosphere at 100%.

RATING

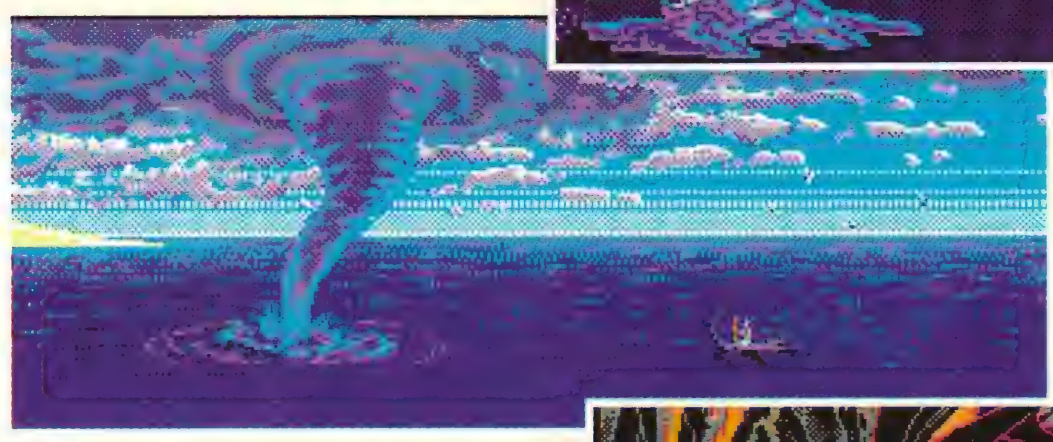
DOUG

Loom is a really new concept in adventures. There is no typing involved. The graphics and sound are just as good as they always are in the Lucasfilm adventures, and they are the only games that come near to the Sierra adventures. The only Qualm I had with the game was that was easy. I`m not a very good adventure player, but even I found myself solving the puzzles very quickly. With all that said, Loom is excellent, and if you aren`t that hot at adventures then this is definately the one.

The village of the Weavers is totally deserted, and only you now remain. With the Elder's Distaff you must somehow find your people and stop the chaos of the Third Shadow.



(Right) You make your way into the tent where all the wool is dyed, but that`s not all that is done in here. Examining some of the objects you learn the notes to a couple of handy spells.



(Left) A whirlwind stretches up into the skies stopping you from getting away from the island that you were born on. This is just one of the many puzzles that you will have to overcome, and like most of them they require a magical solution.

(Right) The mighty Dragon carries you off to his lair, only for you to find out that he`s not so mean as he looks. The problem is how are you going to get out now that you`re in here?

The Blacksmiths fortress is a rather large place, and very hard to get into. But with the aid of your Distaff and a handy spell you might be able to disguise yourself.

The evil bishop talks to the foreman of the Blacksmiths while one of his workers works on the last of the thousands swords that they are making. Whatever happens, the bishop must not get his hands on those swords.

Black holes can come in very handy during the game to slow things down and give you a chance to see what predicemant you're in. But it only lasts until you press fire.

The stars are all important and without them you wouldn't last very long in your fight against the mutant cells. Blow up the stars and gain the extra antibodies to destroy the mutant cells.

VAXINE

The human body has always had to contend with virus cells with the sole purpose to destroy. But most of the time the body's defence mechanisms have been able to hold their own and overcome the constant attack from these alien cells. However, all this has changed of late and now the alien cells have taken the lead in this eternal battle. Somehow a much stronger mutant strain has developed and has overwhelmed the body's defences bringing many human lives to an end. This is where you come in. Vaxine have invented a new hightech device that will enable things to be taken and shrunk to almost any size. Combining this with their latest craft they think they might have a solution to this virus problem.

The new mutant cells appear in the body and simply float around for a short while, until they eventually make contact with another cell of the same. They then join together, increasing their strength and make their way towards the body's cells so that they can attack them, making the body that much weaker and easier to defeat. Mutant cells are shown as sphere's that bounce around the place, and then when they join together they are linked by a straight black line.

You arrive in your vessel, close to the body's cells that you are going to have to protect. These cells are represented by half-spheres located on the floor of the playing area. Also situated near these cells are black rectangles that look similar to doors. These are quite handy because when you enter them they freeze all the mutant cells, allowing you to have a quick look around and find out where the most menarcing ones are. However, this effect is only temporary and as soon as you press the fire button the mutant cells carry on their way.

Killing the mutant cells is done by shooting them with that you have on board your ship. Unfortunately, you only have a limited supply of these antibodies and they soon run out if you're not careful. When you start each level you are usually in front of a circle of stars and these are extra antibodies to use against the mutant cells. Simply shoot them for extra supplies. You are equipped with three different types of antibodies, one for each of the mutant cells. Extra stars can also be made by shooting mutant cells with the wrong antidote, just in case you get a bit low. The game can be controlled by either mouse or joystick, and there is a good selection of difficulty levels to used until you get use to the game.

DOUG

Assembly Line have brought out a whole string of classic games over the last year, and so I wasn't surprised when I saw Vaxine. The graphics look very nice, but the really stunning thing is the way they update; they are just so smooth and fast. The gameplay is there as well, and requires much more than just kill everything in sight strategy. Vaxine is yet another classic game to come from Assembly Line, and what more need be said. Just buy it!

STEVE

As you scroll across the chequered landscapes, everything moves at an incredible speed without the slightest glitch or jerk, either. The ray-traced graphics that made E-Motion so novel are used once again except that they seem more at home in Vaxine, creating a surreal atmosphere that gives body to the game's unusual scenario. Whilst I don't think that Vaxine will stand the test of time due to its repetitive nature, at present it rates as one of the fastest and original games to hit the Amiga in quite a while.

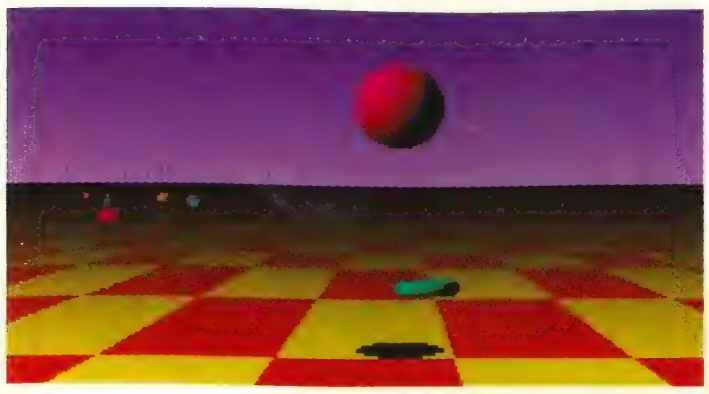
ALEX

Vaxine's storyline sounds like something out of those gory documentaries, but I can tell you I found U.S. Gold's effort to be much more enjoyable. The graphics are superb, with the landscape scrolling extremely fast and smoothly with numerous other moving objects bouncing around all at the same time. This is a first class piece of software that you should only miss at your peril.

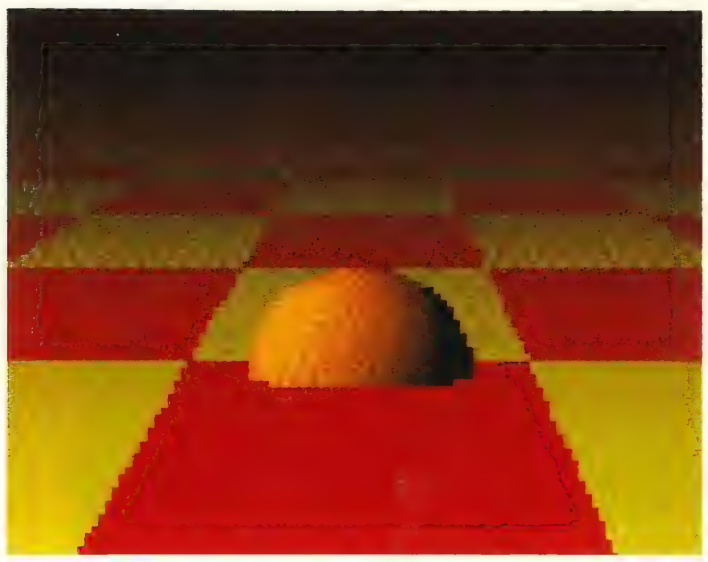
ZONE RATING

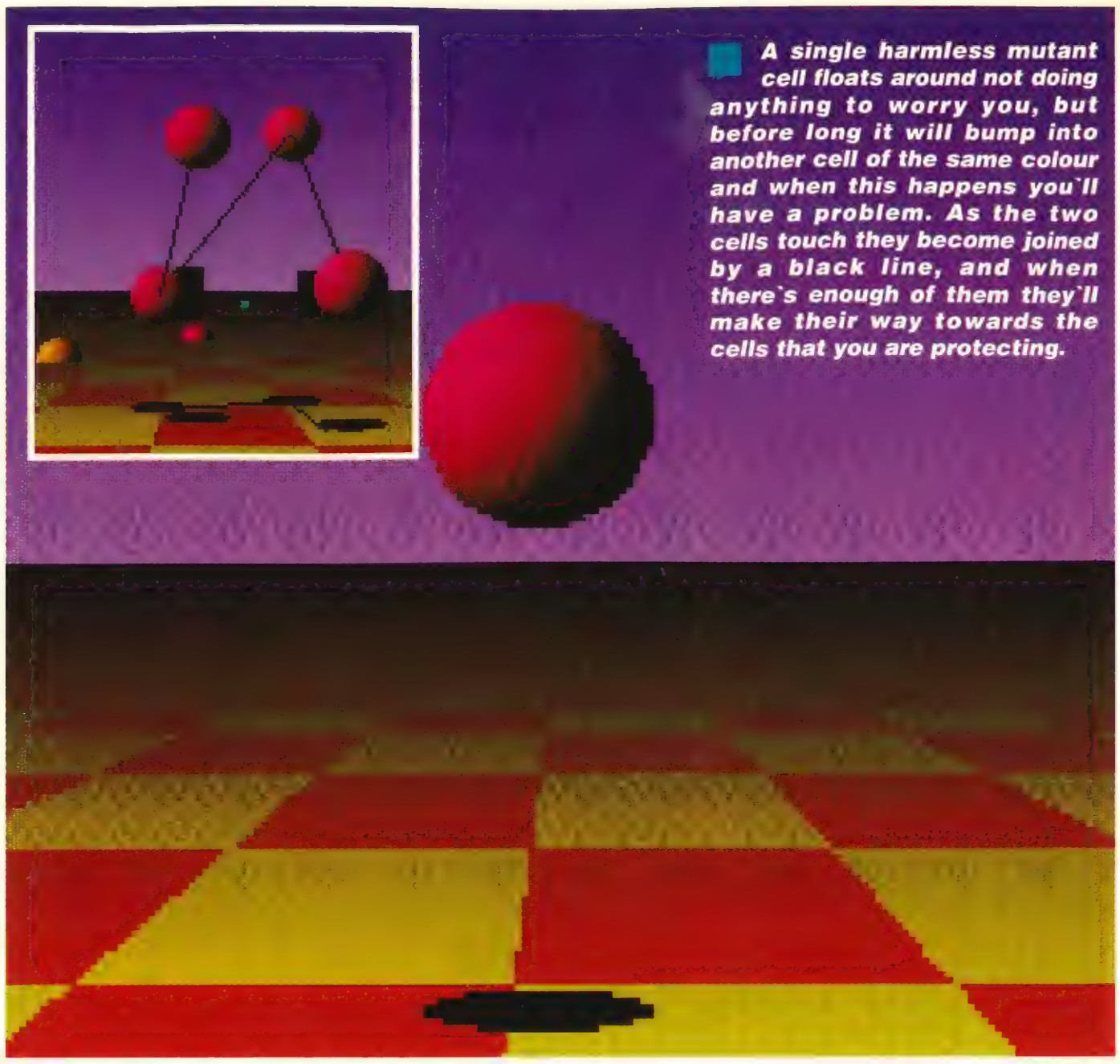
OVERALL		77
GRAPHICS	Superb perspective graphics that move amazingly fast and well. The update is great. But what more do you expect from the Assembly Line?	84
SOUND	A decent piece of music at the start with quite a few scrummy sound effects to compliment the graphics in this brilliant game.	72

This is the chap responsible for all those nasty mutant cells. He just wanders around producing a mutant cell every now and then, just to keep you on your toes.



These half-globe cells on the ground are the ones that you're here to protect, it's best to keep them in view, but each time one of them is attacked a funny squelch can be heard.





A single harmless mutant cell floats around not doing anything to worry you, but before long it will bump into another cell of the same colour and when this happens you'll have a problem. As the two cells touch they become joined by a black line, and when there's enough of them they'll make their way towards the cells that you are protecting.

(Above) Just in case you run a bit off course a large instruction will be put up in the playing area to let you know where to go. How nice!

(Below) You fire one of the antidotes at the deadly mutant cell and watch it bounce toward its target. But don't be too far away, as it can only bounce so many times.

(Below) What every game needs is a flash high score table, and they don't come more flashier than this. As you type in your name the letters twist on to the screen looking very nice indeed.

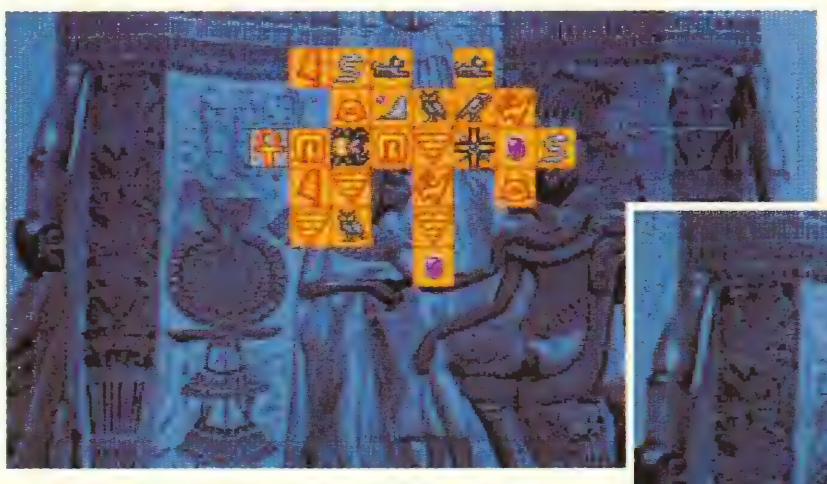
(Above) Blasting away you keep your eye on the bar at the top of the screen. This bar is an indication of how much energy you have left and you shouldn't let it get too low.

RA

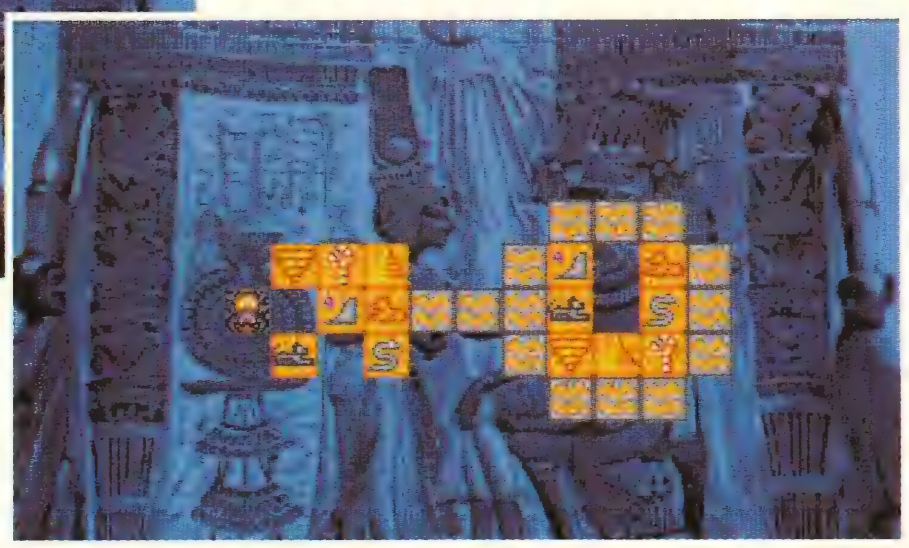
Many thousands of years ago in ancient Egtpt, there were many gods. Mortals` everyday lives were governed by the mighty, and woebetide any man or beast that angered them, for these were not forgiving reverences. They demanded respect and total idolisation, utter loyalty, daily worship and not to be forgotten, the all-important sacrifices. These were the ultimate in proof for the gods that their people were truly paying homage.

One man has enraged RA, the highest of the ancient gods, as he has sacrificed not nearly enough to show his loyalty. RA, with his formidible powers has turned this man into a Scarabaeus - a small beetle-like insect. If that was not enough, he has cleverly constructed hundreds of large and ingenious mazes, some of which are lethal if not completed correctly. It is your job to guide the beetle through the puzzles, thinking as logically as you can along the way.

The mazes are made up of stones, having different symbols engraved on them. It is your task to try and remove these stones, by finding each one's matching counterpart, and aligning them either horizontally or vertically. This must be done on each level, however, all is not as simple as it may seem. Not only are there the stones to be removed, but also many obstructions and diversions - increasing in further levels. You start the beginning of each level, on a ankh, which must always be returned to on completion.

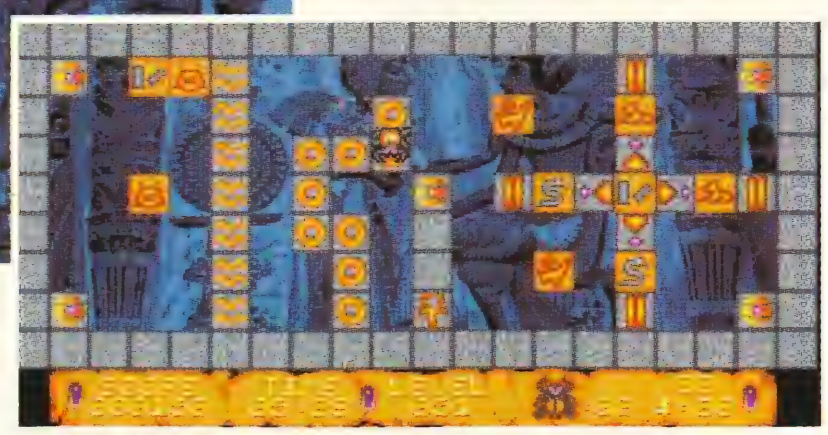


(Left) Your aim is to match up all the symbols. To do this, you sit on one, and move your target onto the counterpart. Pressing fire matches them and they will disappear.

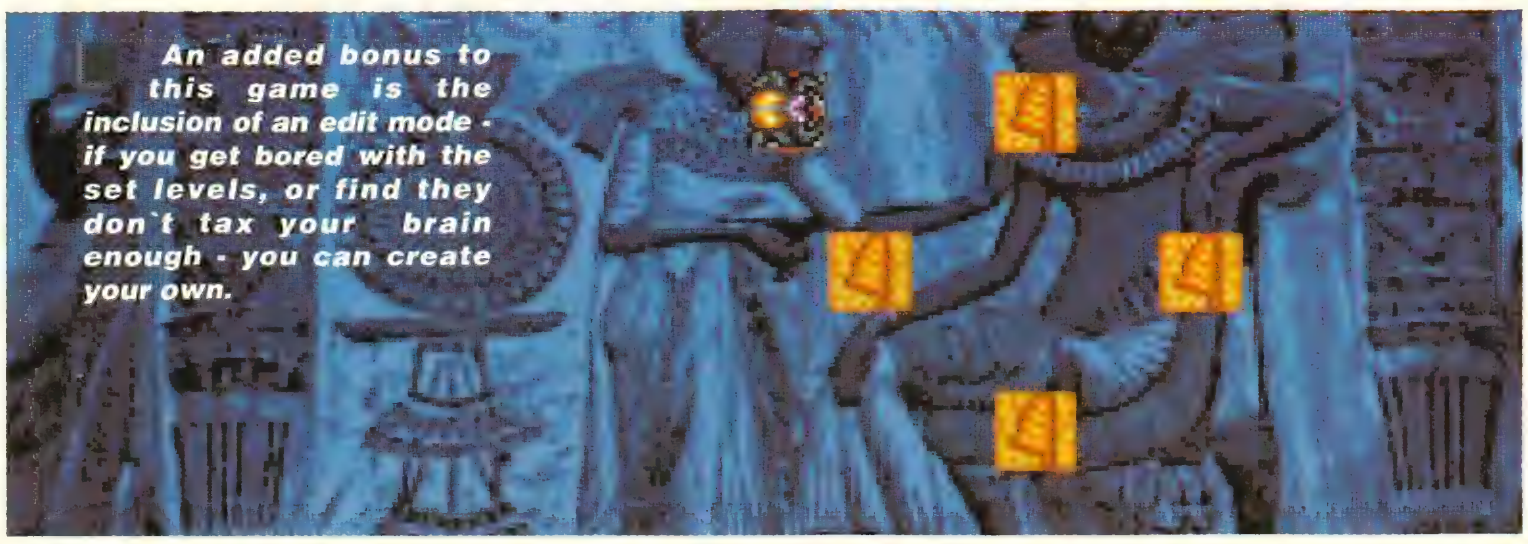


Although some puzzles may look very simple to complete, this is often not the case. Having paths of ice mean you slip and can only go in one direction. It is also very easy to get stranded if you don`t plan your route first.

(Left) You will frequently come across strange and sometimes lethal obstacles, such as trap stones that desintegrate as soon as touched, and shifting stones that move by themselves, but all these can be used to your advantage.



Sometimes you will find yourself tested to your limits, having every type of flaw imaginable in one single puzzle. But don`t give up, as there is always a solution.



An added bonus to this game is the inclusion of an edit mode - if you get bored with the set levels, or find they don`t tax your brain enough - you can create your own.

DOUG

I found Ra`s puzzling gameplay really enjoyable. That said, to relieve tedium there should be another section of the game or something, as the two game modes aren`t particularly varied. Still, Ra is an enjoyable little puzzler which, whilst not stretching the Amiga that much, will prove playable in the short-term.

From there you will find that some stones can be moved, but not all. Also as you progress you will come across other such helpful devices such as teleporters, but these are only occasional and you must still use logic and think carefully if you want your character to be human again.

MICHELLE

Although at first I found RA to be a very frustrating and irritating sort of game, eventually I began to get the hang of it and found it quite addictive. The sound and graphics are nothing spectacular to comment on, but the overall gameplay is definitely enjoyable.

ZONE

OVERALL 66

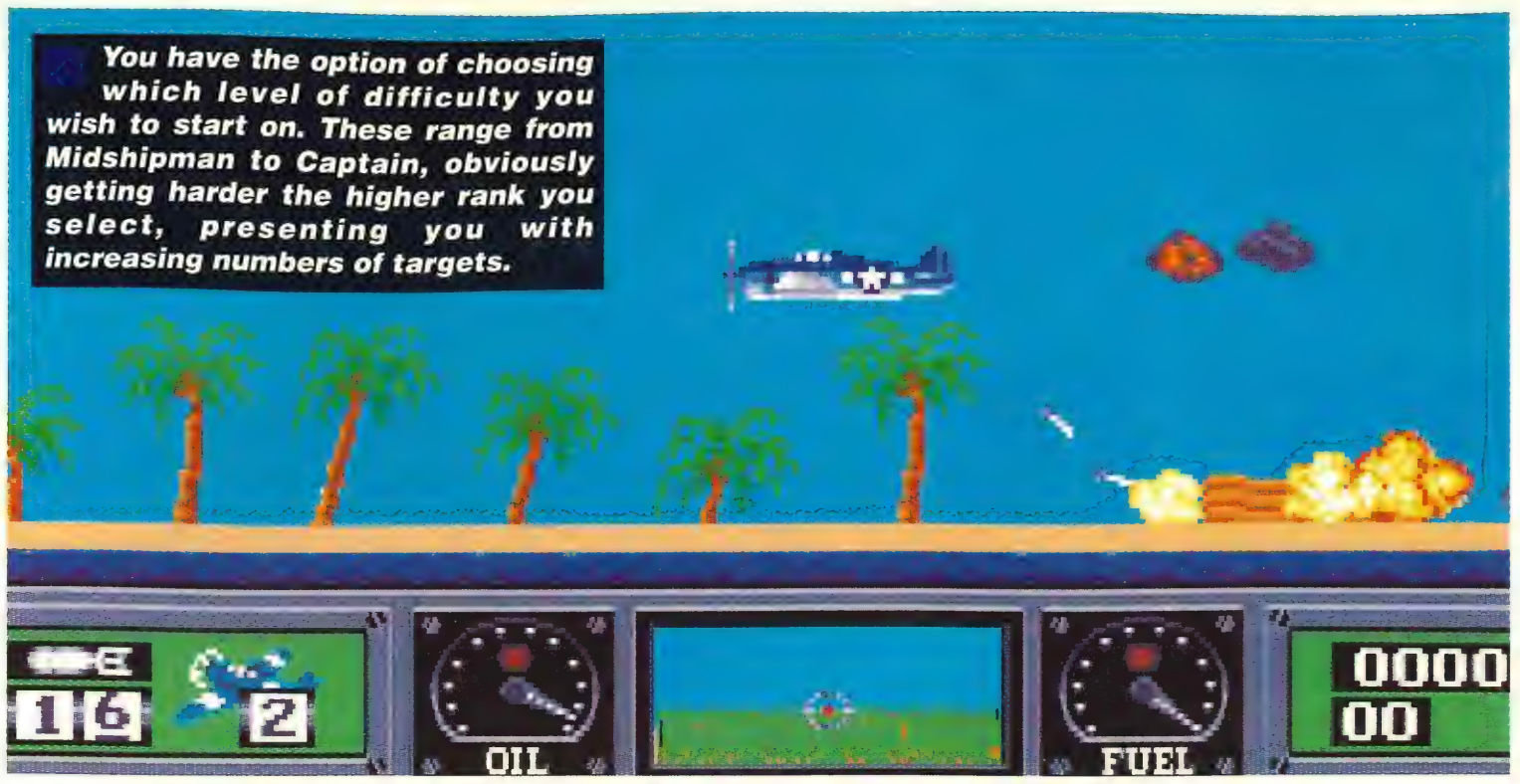
GRAPHICS 68

Not the best I have have seen its simple and to the point, but in this type of strategy game it really doesn t matter all that much

SOUND 61

It does have a very ancient and mystical Egyptian tune playing throughout but not a lot else other than that

RATING



You have the option of choosing which level of difficulty you wish to start on. These range from Midshipman to Captain, obviously getting harder the higher rank you select, presenting you with increasing numbers of targets.

(Below) Before each take off, you must decide on which ammunition to take that will be most effective. Bombs are best for enemy barracks and machine gun posts, whereas torpedoes are more appropriate for heavily armed ships.

(Above) Not only must you cope with the apparent, ever violent onslaught below, you will also at times, have to battle with more than one enemy aircraft who will not be deterred.

Only having limited space in your fuel tanks, you will find that your gas and oil will diminish quite quickly, meaning you will have to return to the carrier to refuel. Being able to pilot your plane accurately is essential as landing and taking off are a regular occurrence.

WINGS OF FURY

The year is 1944 and war is rampaging not only across Europe, but now in the Far East. Fortunately our Allies the Americans, have intervened, turning the tide of conflict in our favour. One very important section of their fighting force has to be the US Navy. The main reason for this is the almost infallible power of the Navy`s Air Force. Within their command they hold a valuable weapon, an aircraft that is always foremost in the struggle for victory - the magnificent F6F Hellcat.

- The Hellcat is one of the most powerful and reliable planes to be produced, able to outmanoeuver the best of any enemy fighter planes, and has acquired some of the best kill-to-loss ratios during the war. On this particular mission the Hellcat`s chief function is to provide air support for an aircaraft carrier, the USS Wasp. This ship has been heavily damaged and must make its way back to port. You have been assigned to fly the Hellcat, and do your utmost in delivering the ship in one piece.

As you climb down into the cockpit of this awesome fighting machine, you begin to realise the tremendous responsibility you have been given. Not only must you guide the carrier back safely, but the fate of every man on board lies in your hands. The journey will be a perilous one, defending both the carrier and yourself, from the various torpedo bombers and enemy vessels that are situated en route. Do you have the expertise at making split second decisions, deftfully dodging oncoming enemy fighters, and sucessfully hitting crucial targets at a moment's notice? Everyone is relying on you so now it`s all down to your quick thinking abilities to get them through. Good luck, you`ll need it.

ZONE

OVERALL 39

GRAPHICS 42

Certainly not the most impressive graphics I have seen, they're a bit more effort could have been used on it. It does have the potential.

SOUND 36

The FX used throughout the game as a great price saving a realistic, one being realistic, makes a different sound when dropped in the sea rather than on the land.

RATING

MICHELLE

I wouldn`t say this is the most original or addictive game I have ever played. The sprite detection wasn`t particually accurate - making the whole thing rather infuriating at times - but it did turn out to be quite challenging. It requires a certain amount of patience if you want to master it. However, I do feel that twenty-five quid is definitely not a justified price.

ALEX

Broderbund/Domark's previous releases have kept me hooked to them for quite some time, Shufflepuck Cafe spring to mind. However, I was not equally impressed by their latest effort, Wings of Fury. Although the game looks pretty and the sound is not too bad, I didn't feel the control method was that hot - I would have preferred something simpler for this type of game. The action can get somewhat hectic at times, and on the whole, if you can put up with the slightly annoying joystick controls, the game is quite enjoyable.

(Below) As you travel across the dragon`s realm, it occurs to you that your magic is not as strong as you thought. Luckily, the magicians anticipated this and provided you with boxes along the way. These can be used as weapons, or to build a better path - they can even to get you out of tricky situations.

(Above). You can also find along the way, other magic objects hidden in the landscape which can be used to your advantage. Some help you to uncover others, such as a little man who can reach objects in places you cannot. These aids are not always in obvious places, therefore it is worth exploring your terrain.

Along the way you will encounter many doors. These have various things behind them. They may be shops or exits, or even teleports - some can even give information as to how to solve a difficult level - but you will find that most of these doors need keys which can be found somewhere in the vicinity.

(Left) As you progress, levels will become harder to complete. Often you will be faced with about four things at once to overcome, but usually there is an easy solution which you can come across by exploring your surroundings.

APPRENTICE

Far, far away, lies a land inhabited by a small group of Magicians. You would probably expect this to be a peaceful place, where everybody lives a trouble-free life and hasn`t a care in the world. But unfortunately, it is not so, for lurking across the enchanted realm, is the mighty dragon, Fumo. Ever since the sorcerers came, the evil dragon has felt threatened by their knowledge and wisdom, and has tried to gain their magical powers for himself. Up until now he has been successful, managing to overcome the most knowledgable of magicians, but all is about to change.

You are a sorcerer`s apprentice, whose lifelong dream is to become a member of the Magicians` Guild. Sadly, being a wee nipper of just four hundred years, the elders have decided that you are too young. However, they have given you a chance to prove yourself, and in order to impress them you agree to go in search of the fearless Fumo, and try to take back the knowledge he has stolen. All you know as you set out, is that you must cross the enchanted realm, challenge, and then defeat the dragon.

Fumo has covered the realm with many curses, which means that almost everything living there serves him. Not only will you have to leap across gaping caverns, wide expanses of water, and climb hills and cross vales, you must be prepared to battle with the strange and often lethal creatures that lie in wait. These creatures come in all shapes and forms, seemingly innocent hedgehogs can sap your energy merely by touching you, so you must have your wits about you at all times. Luckily, being so young you are quick-thinking and agile, so tackle each situation with care and never give up. After all, you can`t turn back now.

STEVE

Apprentice could have been a really good platform romp. Unfortunately, due to some blocky graphics and some basic use of colour, it looks like a second-rate budget game. This is a pity as below this dull exterior lurks a playable little game, and what it lacks in originality it certainly makes up for in length and addictiveness. The addition of secret rooms and puzzles help to add to the games overall appeal, they help to keep you plugging away, and make it worth a swift look.

MICHELLE

On first loading the game and looking at what I thought was yet another rendition of the greats such as the Great Giana Sisters etc, my first reaction was `Oh no, not another one`. But after playing it for a short while, I was pleasantly surprised. I found it extremely addictive, but also very challenging. The overall gameplay had all the ingredients to make it stand alongside the others as another classic platform game.

ZONE

OVERALL 67

GRAPHICS 69

An effective use of colour adds variation to the good quality graphics. It has clearly animated characters and scenery but overall, they are not terribly imaginative.

SOUND 60

The usual blast noises and a sweet boing as your character jumps. The in-game tune changes with each level so it doesn`t get monotonous.

RATING

CHASE H.Q. II

Special Criminal Investigation

TAITO

ocean

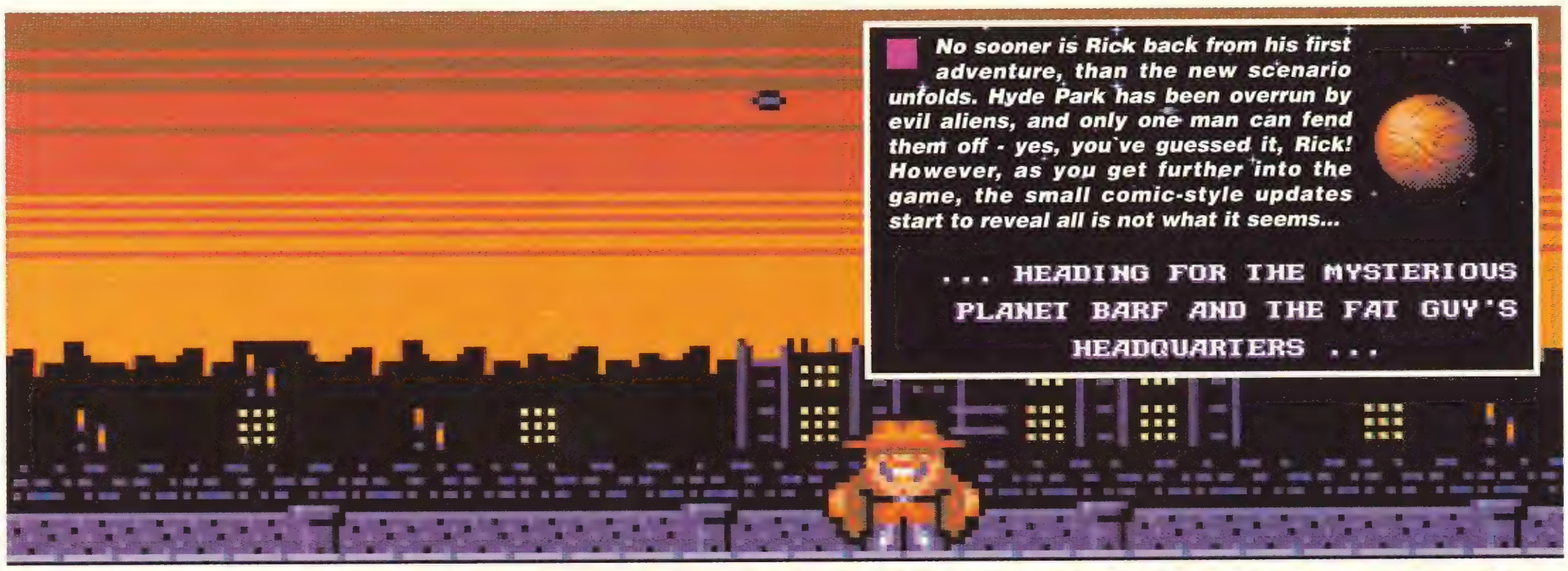
RICK DANGEROUS II

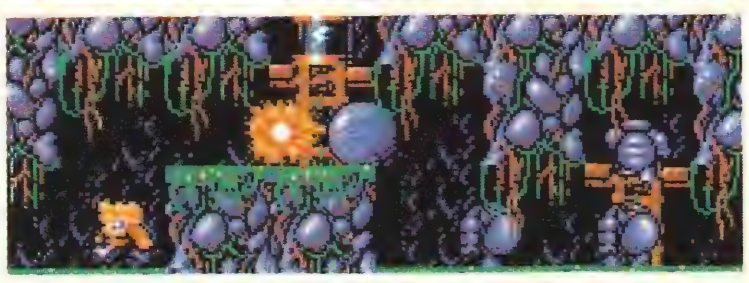
ALEX

Rick Dangerous was reknowned for its immense playability, and thankfully this futuristic sequel has kept all of the gameplay and addictiveness of the original, as well as the addition of an extra level, all with superb graphics and sound. If you missed the first, I feel sorry for you. However, miss the second at your loss. I do feel that the resemblance between the two is perhaps too close, and owners of the original may feel a little put out at the lack of extras.

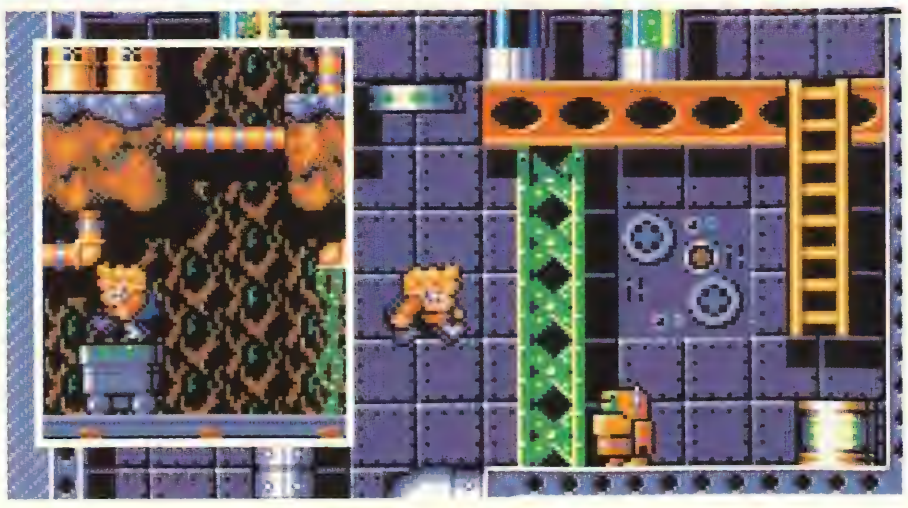
The man in the hat is back! No, not THE man in the hat, but Rick Dangerous, brave explorer and eponymous hero of what must rank as one of the best platform games of all times. As you may remember, Rick had crash-landed deep in the Amazon rain forests, to be captured by the cannibilistic Goolu tribe. Having escaped their cooking pot, he then set about escaping their trap-laden city, before taking on evil Nazis and Egyptians on later levels. However, whereas most men who survived this ordeal AND saved the world in the process would be hailed as heroes, Rick returned to London only to see it being overrun by a fleet of aliens and their ...stic flying saucers. Something has to done and Rick is just the guy for the job.

As in the first game, Rick D II uses the same platform layout of flick-scrren rooms and the occasional bout of burst scrolling. Controlling Rick as he walks, jumps, crawls from room to room and lets rip with his trusty weapons, you must guide him through the thirty or so rooms that comprise each level. However, bearing in mind the futuristic nature of the scenario, no longer is Rick dressed in the style of a famous adventurer. Instead he is decked out in an outfit that would put Buck Rogers and Flash Gordon to shame. Similarly, his trusty six-shooter has been replaced by a laser gun, and his collection of bombs upgraded to fancy-looking space mines. Apart from that and the addition of a few more puzzles, though, all is as it was. Rick`s adventures take him from room to room, all of which are patrolled by a number of the invading aliens who, in turn, are protected by the ship`s armaments. Death comes should Rick come into contact with any of the aliens or their traps. These take the form of wall-mounted lasers and deadly electrical


No sooner is Rick back from his first adventure, than the new scenario unfolds. Hyde Park has been overrun by evil aliens, and only one man can fend them off - yes, you've guessed it, Rick! However, as you get further into the game, the small comic-style updates start to reveal all is not what it seems...
... HEADING FOR THE MYSTERIOUS PLANET BARF AND THE FAT GUY'S HEADQUARTERS ...
RICK HEADS FOR THE ATOMIC MUD MINES BENEATH THE FAT GUY'S HEADQUARTERS ...



(Above) Another new addition to the weaponry front, are our hero`s incredible explosives. Whereas in the past bombs would explode where he left them, they can now be made to slide towards an enemy or impassable section, taking it out when the fuse expires.



(Left) Just as the first game used stereotypes from old adventuring films, Rick`s space adventure features creatures who have previously made appearances in the old Buster Crabbe `Flash Gordon` serials - the birdmen, for instance. In addition, Gort from The Day The Earth Stood Still can be found in Hyde Park!

ZONE RATING

OVERALL 80

GRAPHICS 77 The new space age graphics are brighter and more appealing. In addition some of the more famous monsters are instantly recognisable.

SOUND 66 Very little of merit to speak of. There is the odd yell of a tasked baddy, which adds to the atmosphere but it isn't really enough.

charges, and must be avoided at all costs. However, in a new twist, some of these can be switched off via a wall plug, and then turned back on again - hopefully frying any aliens in its path. And, as mentioned, Rick can protect himself with his stunning array of weaponry, which allows him to zap, blow up or temporarily stun using his laser gun, his bombs, and the butt of his gun.

In case you hadn`t guessed, behind the alien attack is Rick`s arch-enemy from the first game - The Fatman. Between you and another confrontation, though, stand the alien`s rocketship, danger-filled mud mines, a barren iceworld, and other planets - all of which have hundreds of aliens and traps out to get our hero. Only when these are passed can Rick once again tackle his overweight nemesis at the final battleground. This level is aesthetically identical to the first Hyde Park level, but has been toughened up slightly.

MICHELLE

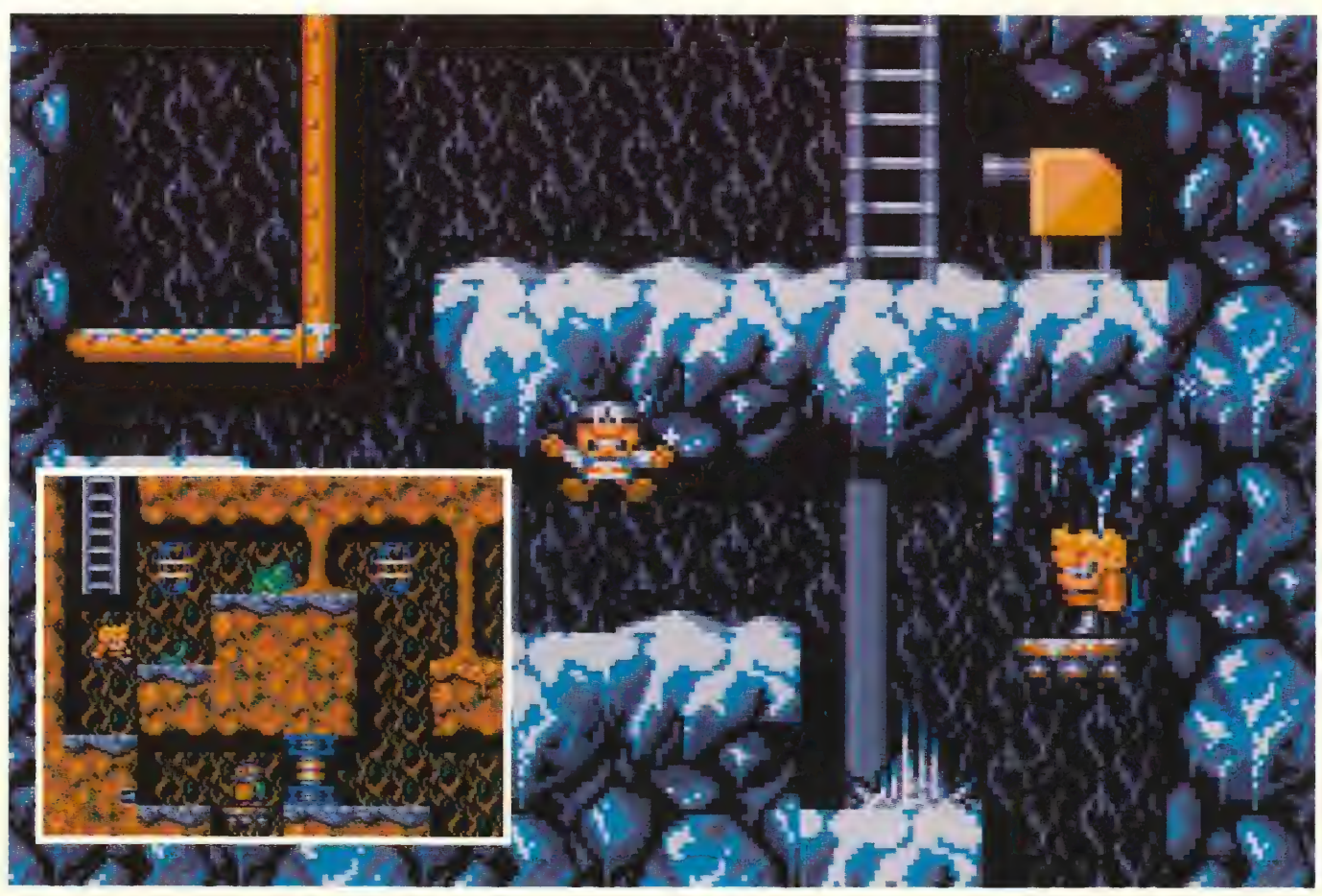
Yeah, the man in the hat is back! Forget Indiana Jones, Rick Dangerous is the ultimate hero! This time round, he spoofs the Buck Rogers and Flash Gordon B-movies, and the game is every bit as enjoyable as the first. The gameplay hasn`t changed dramatically, apart from the addition of the rocket-sled and the sliding bombs, but it plays every bit as well as the first one and is thus a worthy sequel.

STEVE

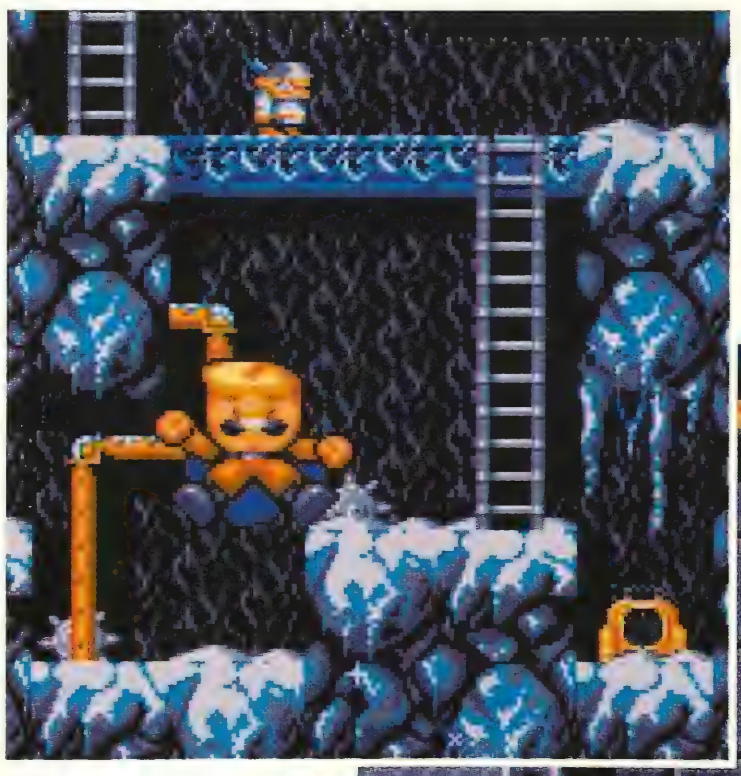
Following up the original Rick D. can`t have been easy, but this sequel is every bit as good as the first and even adds to the formula. The graphics are superb, with instantly recognisable enemy creatures, such as Gort and the Mud-Men, and Rick`s armaments, although revamped, still tie in with the 30s feel the game has. All in all, Rick Dangerous II is a worthy follow-up and rates as one of the best platform games to appear for quite a while.

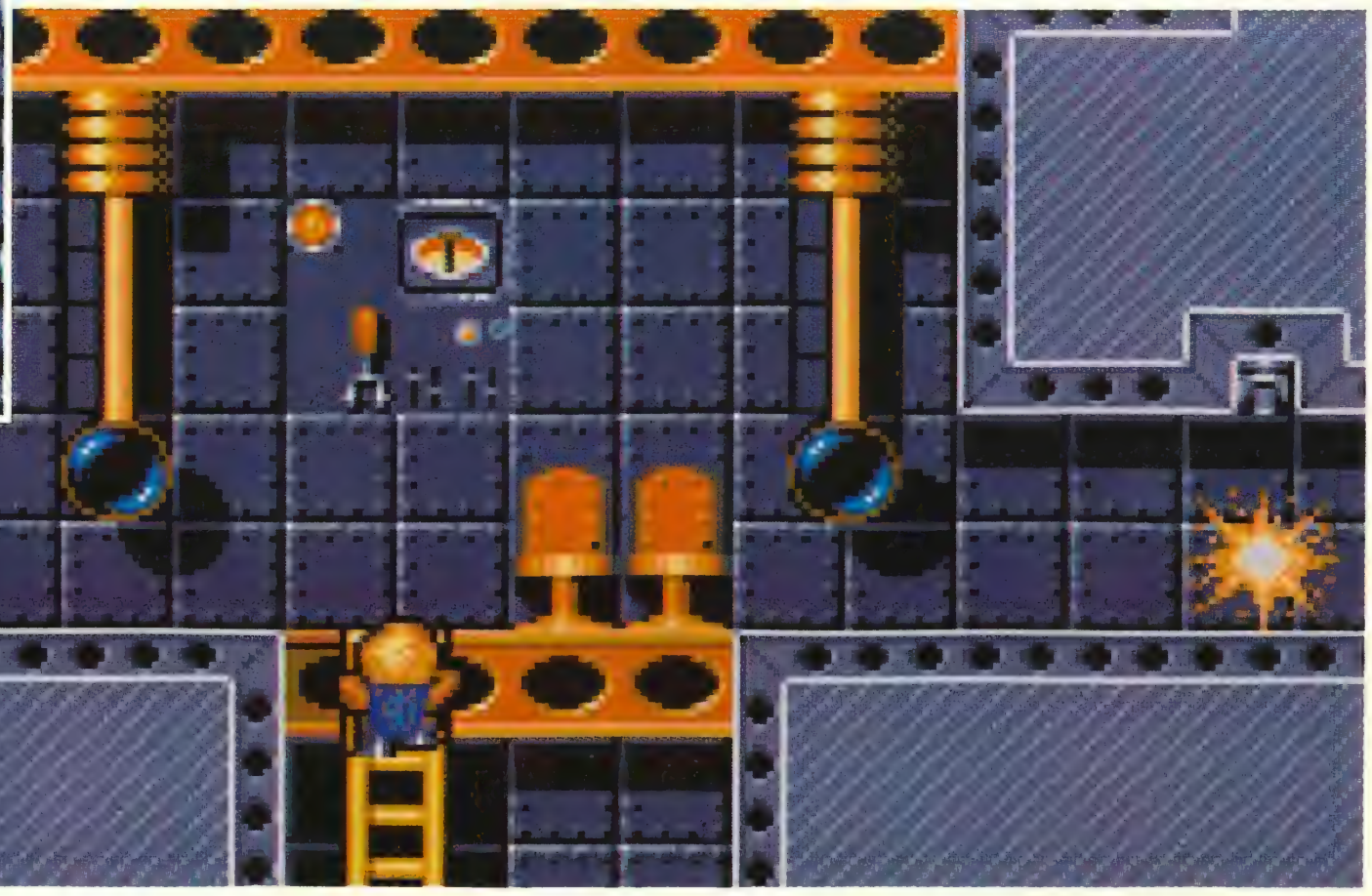
Have you got what it takes to defeat the fat one?

(Below) Making an unwelcome return from the first game are the many traps that threaten to end Rick`s life. Taking the form of wall and ceiling-mounted lasers, they are activated when Rick passes in front of them, killing anything in their way.



(Above) It`s not only the aliens who have been lifted from classic 30s B-movies, the backdrops have, too. Rick`s journeys take him through caverous ice-worlds, gloopy mud-mines, and alien flying saucers, but the final world - the Fat Man`s lair - can only be accessed when the fist four levels have been completed.





(Right) On entering a screen a rather conspicuous arrow may point to a section of the wall. This indicates that there is a switch in the room, and when used will operate previously unseen lifts and turn off electrical barriers.

ARNIES INSIDE TRADING

AMIGA ONLY

TIME MACHINE

Actually, now that it`s happened to Steve, I don`t feel so bad. He spent ages battling away with Time Machine, and then finds out a level skip cheat! Thanks go to Mev Dinc of Vivid Image for this one. Get a high-score and enter the word DIZZY. Now you can skip to any zone just by pressing the relevant number keys.

SHADOW OF THE BEAST II

Would you believe it! I slogged away for ages to complete this game, and no sooner was I reaching my goal than some so-and-so phoned up with a cheat mode! Oh well, if you are struggling with the Beast Mage, then follow this advice from Paul Denman. From the starting point, head right and you will come face to face with the first spear chucker. Stop to talk to him and type in TEN PINTS, he`ll reply with something about the cheat mode being activated and you can continue with infinite energy!

KLAX

If you`ve pulled most of your hair out trying to beat this cryptic arcade conversion, then here`s a cheat that might stop you from ending up like Kojak. While playing the game press down all the keys on the left hand side of the keyboard and you will skip to the next level. Ta again to Duncan for this little butie.

PREDATOR

Being as tough as Arnie is a bit hard, but thanks to clever-dick Duncan here`s a lovely-jubly easy cheat that will make the game a sinch. If your energy gets a bit on the low side, simply press F10 and restore the lot.

ZIRIAX

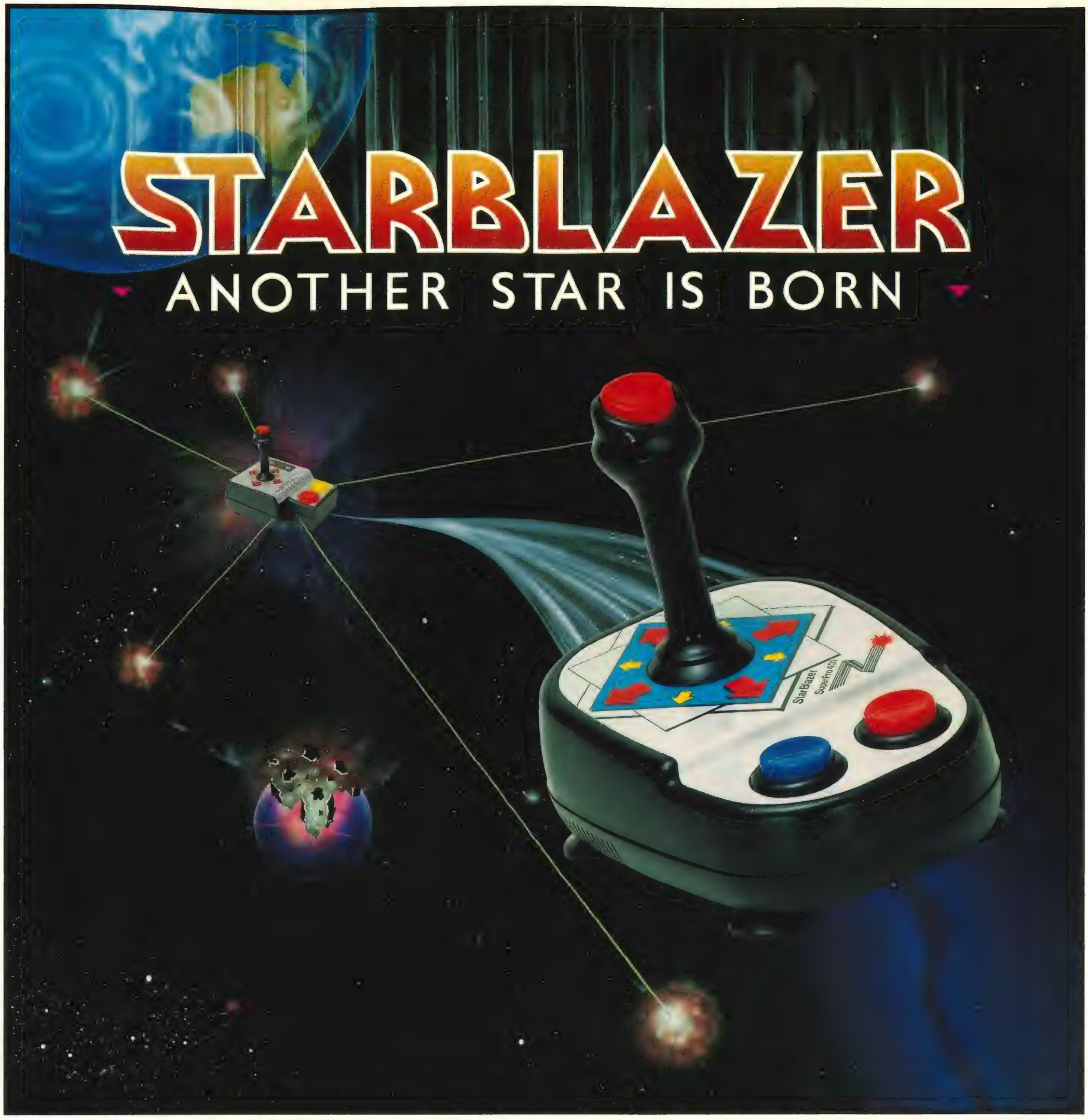
OK, Showing off yet again Duncan has provided us with yet another extraordinarly handy cheat. While playing the game, press 1, 2, 3, 4, 5 or 6 to light up the respective power-up and return to activate it. Cheers once again to Duncan for all these cheats.

VENUS

Last month we printed most of the codes for this wicked game, and thanks to Duncan Compton we can now print the last two codes and a few cheats.
PYRALID: Level six, Tech World
NOCTUID: Level seven, The Translucent Plain
MARS : Access to all weapons
PLUTO : Unlimited ammunition
JUPITER: Unlimited time
MERCURY: Constant flying ability
SATURN : Try this for yourself

STARBLAZER

ANOTHER STAR IS BORN



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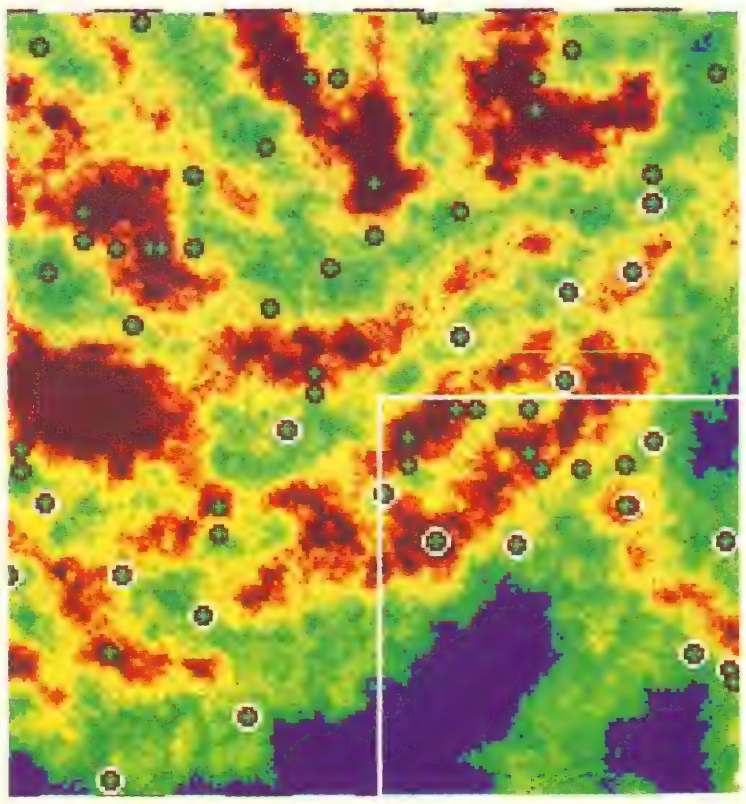
POKES CORNER

Once again, Mark Lawrence returns with another selection of dissected games. This month Beast II, Tusker, Midwinter and Last Ninja II fall under his scrutiny and come out with their guts rearranged. Full instructions are included in the REM statements within the listings, so load up that trusty copy of Basic and get cheating.

AMIGA ONLY

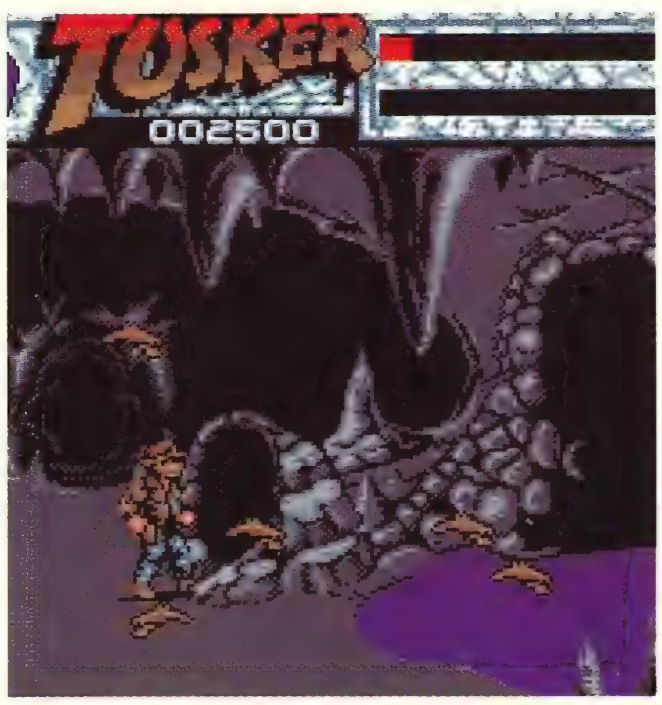
MIDWINTER

```
10   REM Pokes for Midwinter
20   T=0:DIM CHEAT%(1024)
40   FOR X=0 TO 125
50   READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60   NEXT X
80   C=VARPTR(CHEAT%(0)):CALL C
90   REM ****************************************
110  DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120  DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130  DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140  DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150  DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160  DATA 28DF,3886,41FA,004A,7000,2200,224D,4EAE
170  DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180  DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190  DATA 4EAE,FE38,41ED,031A,45FA,0028,7023,30DA
200  DATA 51C8,FFFC,2B7C,6000,02B6,0062,4EED,000C
210  DATA 7472,6163,6B64,6973,6B2E,6465,7669,6365
220  DATA 0000,41FA,0016,43F9,0003,17A8,7017,32D8
230  DATA 51C8,FFFC,4EF9,0003,1500,41EE,000E,43F9
240  DATA 0007,0000,22D8,22D8,22D8
250  REM  the line below gives infinite muscle power
260  DATA 21FC,117C,00F9,364A,21FC,000F,4E71,364E
270  REM  the line below resets all attributes on status page
280  DATA 21FC,10BC,00F9,3204,31FC,7207,320C,4E71
290  DATA 0000,0000,0000,0000,0000,0000,0000,0000
300  REM Type this listing into basic and insert your
     Midwinter
310  REM disk in drive 0.Now run the program and the game
320  REM should load as usual with pokes in place.
```



TUSKER

```
10   REM Infinite lives and bullets for Tusker
20   T=0:DIM CHEAT%(1024)
40   FOR X=0 TO 95
50   READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60   NEXT X
80   C=VARPTR(CHEAT%(0)):CALL C
90   REM ************************************
110  DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120  DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130  DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140  DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150  DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160  DATA 28DF,3886,41FA,0042,7000,2200,224D,4EAE
170  DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180  DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190  DATA 4EAE,FE38,41ED,0074,45FA,0020,7009,30DA
200  DATA 51C8,FFFC,4EED,000C,7472,6163,6B64,6973
210  DATA 6B2E,6465,7669,6365,0000
220  REM  Delete line below if you don't want
     infinite lives
230  DATA 33FC,4A79,0000,2E4E
240  REM  Delete line below if you don't want
     infinite bullets
250  DATA 33FC,4A78,0000,BB24
260  DATA 4EF8,0600,0000,0000,0000,0000,0000,0000
270  REM Type this listing into Basic,insert
     Tusker disk
280  REM and run it.Game should load as usual with
pokes in place.
```



BEAST II

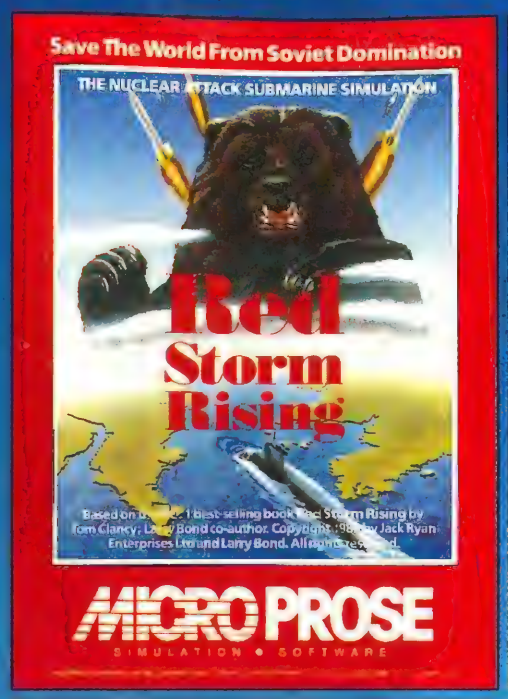
```
10   REM Infinite strength for Shadow of the Breast 2
20   T=0:DIM CHEAT%(1024)
40   FOR X=0 TO 119
50   READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60   NEXT X
70   IF T<>01510718 THEN PRINT "ERROR":STOP
80   C=VARPTR(CHEAT%(0)):CALL C
90   REM ****************************************
110  DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120  DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130  DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140  DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150  DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160  DATA 28DF,3886,41FA,0042,7000,2200,224D,4EAE
170  DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180  DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190  DATA 4EAE,FE38,41ED,00D2,45FA,0020,7021,30DA
200  DATA 51C8,FFFC,4EED,000C,7472,6163,6B64,6973
210  DATA 6B2E,6465,7669,6365,0000,2078,0010,217C
220  DATA 6000,03E4,005C,41E8,0442,43FA,000C,7012
230  DATA 30D9,51C8,FFFC,4AFC,41F8,0256,43FA,0014
240  DATA 7005,30D9,51C8,FFFC,31FC,4EB8,02CC,4EF8
250  DATA 02B0,317C,6C06,6C18,43F8,0256,4E75,0000
260  REM Type this listing into Basic and insert your
     game disk
270  REM in drive 0.Now run this program and game
     should load as
280  REM usual with infinite strength
```

LAST NINJA II

```
10   REM Infinite lives for Last Ninja 2
20   T=0:DIM CHEAT%(1024)
40   FOR X=0 TO 89
50   READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60   NEXT X
70   IF T<>01143264 THEN PRINT "ERROR":STOP
80   C=VARPTR(CHEAT%(0)):CALL C
90   REM ****************************************
110  DATA 2C78,0004,43FA,0098,7000,4EAE,FDD8,4A80
120  DATA 6602,4E75,2F00,7202,7002,4840,4EAE,FF3A
130  DATA 2C5F,2E00,67EC,487A,0082,221F,243C,0000
140  DATA 03ED,4EAE,FFE2,2200,67D8,7602,4843,2407
150  DATA 2F00,4EAE,FFD6,221F,4EAE,FFE8,2C78,0004
160  DATA 4EAE,FF6A,41F9,00DF,F000,303C,7FFF,3140
170  DATA 009A,3140,009C,3140,0096,207C,0000,BBC4
180  DATA D1C7,30BC,4A6E,317C,4A6E,0ADA,41FA,0006
190  DATA 43F8,0500,701F,6008,2047,43F8,0600,70FF
200  DATA 4869,0004,32D8,51C8,FFFC,205F,4ED0,646F
210  DATA 732E,6C69,6272,6172,7900,4446,303A,4741
220  DATA 4D45,0000
230  REM Type this routine into basic and insert your game
     disk
240  REM in drive 0.Now run this and game should load as
     usual with
250  REM infinite lives
```

STRATEGY SIMULATIONS

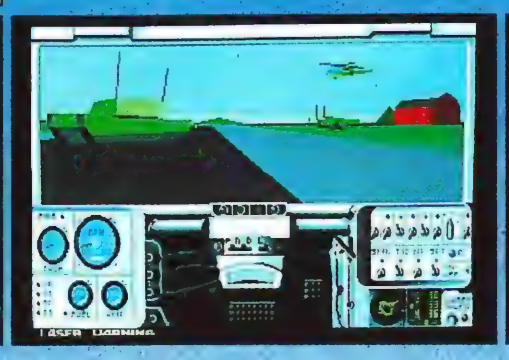
FACE THE ULTIMATE CHALLENGE



M1 Tank Platoon is the definitive simulation of armoured land combat. US tank platoons have four M1s. Four soldiers operate each tank. That's four tanks, sixteen men. And you control the whole shooting match. 16,000 acres of rolling, superb 3D terrain allows you to hide your tanks behind hills and ridges, just as a real tank commander would. Give orders to your entire platoon or to individual tanks. Lay down some heavy artillery or mortar fire before advancing your main tanks, or possibly call in air support in the form of A10 Tankbusters or AH64 Gunships. Defend yourself against attack from the air by strategically positioning anti-aircraft batteries. The strategic permutations are endless!

With thousands of battlefields and millions of situations, there is infinite variation within the game. With varied skill levels allowing veteran tank commanders, take on single battles or wage war from start to finish.

M1 Tank Platoon. All the action of armoured land combat. Available for IBM PC and Compatibles £39.95.



RED STORM RISING

This high technology simulator of strategy & tactics is based on the International best seller by Tom Clancy.

Working with the authors, MicroProse have brought the book's intense action and excitement to your computer screen. You are put in command of an American nuclear attack submarine at a time when 2 super powers collide. Available for C64 £14.95 cassette, £19.95 disk, Atari ST £24.95, IBM PC Compatibles £24.95 . . . "AWESOME" (CCI)

MICRO PROSE

SIMULATION • SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

Test Drive III
THE PASSION

Experience the Ultimate Driving Challenge

Game Features

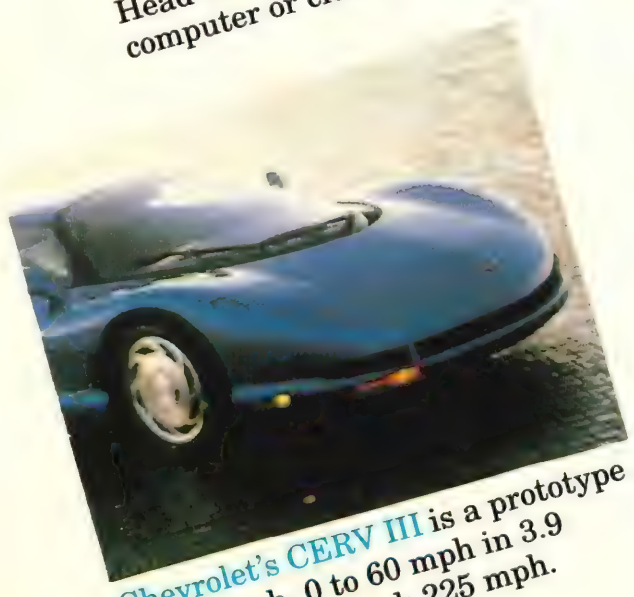
- **The fastest cars:** the most expensive and exclusive exotic sports cars in the world
- **The best roads:** branching, cross traffic, long tunnels, highways and side roads, mountain curves and ocean straightaways
- **New features:** snow, rain, night and day driving, working headlights, working wipers, instant replay, 360-degree chase car view
- **Unmatched realism:** drive in reverse, turn around and go back the way you came, drive over open ground, take multiple routes to your goal, find secret tracks, explore!
- **The latest computer technology:** the combination of bit-mapped and polygon-fill graphics with digitized car interiors gives you an unparalleled sense of speed, landscape perspective, road and car "feel"

***Test Drive III: The Passion** is unleashed. And ready to blow the doors off of any driving simulation on the market.*

Key Selling Points

- Test Drive is the most successful driving game in computer software history
- Test Drive products have sold more than 1 million units
- Test Drive III will be the single biggest title of Christmas 1990
- The only true *Driving Simulation* of 1990; other games are *Driving Fantasies* geared to a younger audience
- Supported by full-color magazine ad campaign, and a direct-mail campaign to Test Drive owners
- Complete sound and music support of all major sound boards
- Add-on disks contain both scenery and cars (one package, twice the value)
- Free sun shade offer: call your dealer support representative for details

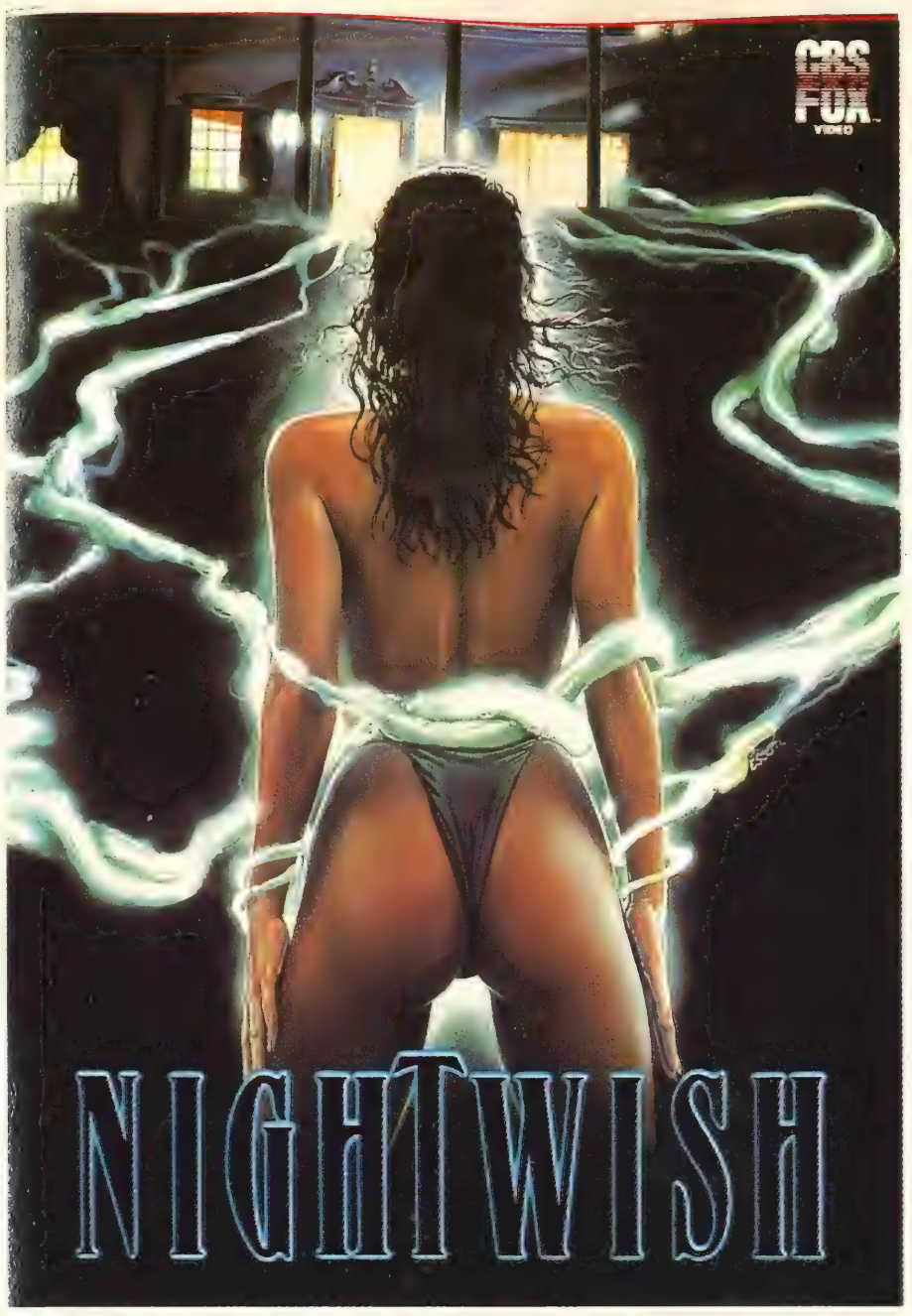
Head-to-head racing against the computer or clock.

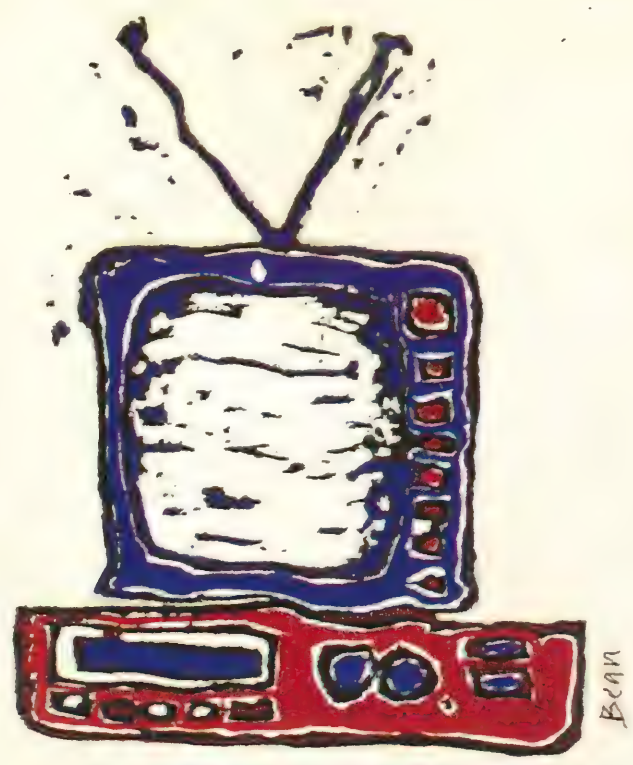


Chevrolet's CERV III is a prototype with punch. 0 to 60 mph in 3.9 seconds. Top speed: 225 mph.

Pininfarina Mythos is a research prototype with a sticker price over $2 million.

The Lamborghini Diablo 485 hp at 7000 rpm. Top speed: 202 mph.





VIDEO BOX

NIGHTWISH

On the parapsychology programme run by Dr Mendele, young medical students volunteer to act as human guinea-pigs in the obsessive scientist's bizarre experiments in dream analysis.

Dr Mendele is convinced everyone's innermost fears inevitably lead them to dream of death . . . their own death. And that by forcing man to confront his own worst nightmares, he will unlock the hidden occult secrets of the mind.

Using a bleak haunted house as his testing ground, he induces his students into ever-more terrifying visions of their death . . . shocking, subconscious fantasies that soon begin to take on a life beyond the mind's eye of the dreamers.

Their re-enactment of ancient rites seems to have unleashed a dreadful entity from the Dark Side — is it reality, or just a warped hallucination!

NIGHTWISH . . . when terror lies awake just the other side of sleep.

EVIL RUNS DEEP . . .
AND KNOWS NO BOUNDARIES

WORTH WINNING

IN BATTLE OF THE SEXES, IT'S NOT WHETHER YOU WIN OR LOSE . . . UNLESS YOU'RE THE GAME!

Mark Harmon stars as a successful, yet womanising TV weather man, Taylor Worth, who takes a bet from his best friend that he can get engaged to three different women at the same time. Naturally, the chosen women are all man-hunters, and when they discover they are being used, they no longer crave Taylor's body . . . they want his blood! Worth Winning, with its top cast and clever script is a comedy that's well worth seeing.

CONTAGION

Real estate agent Mark goes to a girl's aid when he sees her being attacked by the side of a road in the bush.

But he is caught and raped by a weird community of misfits before escaping and stumbling on a large house.

Here he falls under the spell of Helen and Cleo and their mentor Rod. They encourage him to kill randomly in return for sex and money.

Disturbed by his strange moods, Mark's girlfriend Cheryl follows him to the bush hideout but only Mark is able to see his cohorts.

When Mark kills a girl lured to the evil house. Cheryl fears for her own life.

VITAL SIGNS

Starring Adrian Pasdar (Top Gun) and Diane Lane (Lonesome Dove), Vital Signs is the story of one incredible year in the lives of seven friends — the third year medical school, a crucial time when the security of the classroom must be left behind for the life-and-death arena of a big city hospital.

Under the compassionate guidance of Chief Surgeon Dr. David Redding (Jimmy Smits), these young people walk away from their textbooks into the halls of a hospital where they will become real doctors. By the end of the year, all of their lives will change.

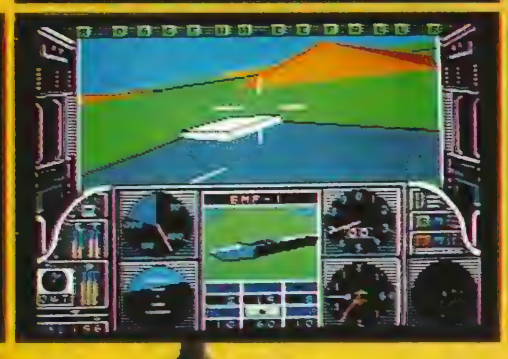
THE MISSION IS VITAL – THE ODDS ARE AGAINST YOU.

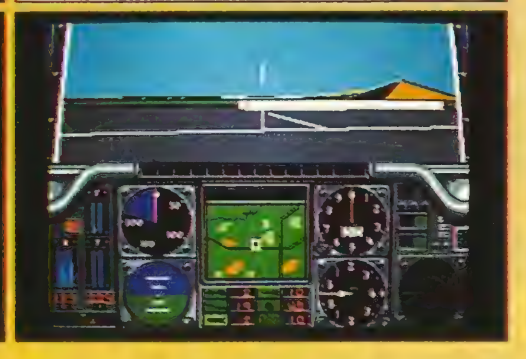
F15 Strike Eagle II

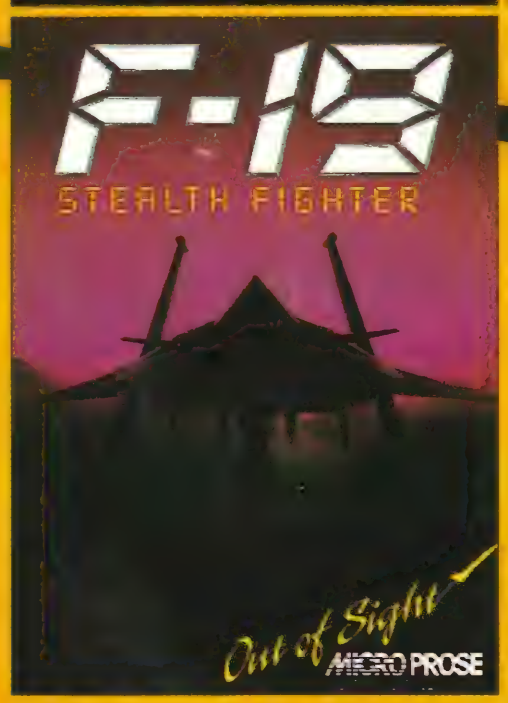
F15 Strike Eagle II is a whole new concept in computer air warfare. Dogfighting is the name of the game. The air swarms with enemy aircraft. Dice with death as you light your 'burners' and head for the skies. Success depends on making the right moves – fast. Super smooth, non-stop action takes place over 250,000 square miles of authentic terrain. Superb, solid-filled polygon based 3D graphics makes it feel as though you really are in the thick of the action. Hundreds of options, four difficulty levels and a vast amount of missions and scenarios make F15 Strike Eagle II perfect for dogfighting veterans and novices alike.

F-19 Stealth Fighter

MicroProse's F-19 Stealth Fighter transports you into the real world of Stealth Technology. Placed in charge of one of the USAFs most valuable and secret aircraft, you must carry out missions deemed too dangerous for normal aircraft to accomplish. Amazing three-dimensional graphics add a totally new dimension to F-19 Stealth Fighter as you fly, undetected, at 75 feet around Berlin and strike deep within Communist territory.
F-19 is not just a flight simulation – it's an experience!







Gunship

Gunship has proved itself to be one of the truly great combat flight simulations. Based on the AH-64 Apache, one of the most advanced attack helicopters in the world and developed with the help of real attack helicopter pilots, Gunship lets you loose on a high-performance helicopter that can fly low and slow, hover, sideslip, fly backwards, rotate and go into a full-blooded, 200 knot power dive through some of the hottest combat zones in the world.
In the face of adversity, it is a brave heart and sharp mind that matters more than the technology behind the man.
The spirit of attack is all . . .

MICROPROSE
SIMULATION • SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA. stein

STRENGTH & STAMINA

ASTROLOGY

As we approach summer, and shake off our old winter coats, it's important to take a look at our state of health. Our signs reflect a lot about how we do & don't take care of ourselves and about areas of strength and weakness. This month we take a close look at the first six signs of the zodiac, their strength & stamina. We conclude our review in December's issue of Megazone.

ARIES
March 21-April 19

Tireless Aries live off adrenalin. They have great energy when it is properly channeled (i.e. gameplaying, programming and discussing computer technology). However, they need to take time out to replenish their energies or they will become irritible, short and aggressive. Aries should avoid processed sugars and stimulants such as caffine, as they cause great stress to the blood circulation — affecting areas of the eyes and brain.

TAURUS
April 20-May 20

Persistent Taureans tend to settle too well into comfortable situations, and find change of circumstances and lifestyles very difficult. They have good constitutions and great stamina and strength, but they must consider the need and joy of variety, as too much stagnation will lead to problems in the thyroid glands and throat. The body needs to circulate its blood and stimulate the oxygen flow more often than reluctant Taurens like to. Stagnation will be reflected in slow and dull reflexes. Exercise keeps both the body and brain healthy.

CANCER
June 21-July 22

The gentle and well protected Cancerian, is sensitive, responsive and supportive. However not quick to accept the support they so willingly give. They are quick to react from the 'gut' and their intuition and instincts, when unclouded by tensions, are often correct. However, the same 'gut' feelings that they follow, will turn into an ulcer that burns when they bottle up and churn over. Without finding a suitable form of communication and release, they retain much in the way of information and emotions, and it is necessary for them to know when to hold on and when to let go. Often holding on will only cloud their otherwise clear judgement.

GEMINI
May 21-June 20

The twins are so busy satisfying their curiosity, taking on everything that passes by, that they forget about the need to balance and centre themselves. Geminis have great mood fluctuations, swinging from highly social effervescent, to deeply moody. Lack of serious relaxation ie. sleep and regular meals, will exhaust the nervous system resulting in chronic colds and respiratory congestion. The congested chest represents Gemini's congested mind and the breath is the mechanism that allows relief for this congestion, allowing for the maintaining of strong energy and intellectual clarity.

LEO
July 23-August 22

Leo's stamina, strength, vitality and love for life shows through their persistent and joyous enthusiasm in all they pursue. They take on great and exciting challenges and indulge in life's greatest luxuries, and herein lies their potential downfall. They reflect life's heart, but they are mortal. Leo's love and consumption of rich and delicious pleasures and foods, will eventually place great strain on their heart. Leos also take on a great deal and try not to let anyone down. They carry this weight on their backs, and if they are short of admiration and love, they will feel it in their backs.

VIRGO
August 23-September 22

While Virgos generally watch their health, their need for order, attention to detail and inability to 'switch off', causes great stress and anxiety. This is felt in the abdominal organs through indigestion and heartburn. Nervous tension will result in insomnia or loss of appetite, so they must learn to relax as it doesn't come naturally to them. Virgos however tend to 'cope' well with the stress and standards of perfection that they set for themselves, as they do with any physical setbacks. They have great resiliance and patience as long as their is order on the way and achievement at the end.

COMING SOON

COMPETITION

BACK TO THE FUTURE II

Win a fantastic Back to the Future II Collector Item Kit, including:

* *T-Shirt*
* *Puzzle*
* *Pencil*
* *Badge*
* *Computer Game*

Ozi Soft have five of these great kits to give away, so simply fill in the sentence below and send your entry to:

Megazone Future II Competition
Locked Mail Bag #7
Rosebery NSW 2018

Question:
If I could travel through time the first thing I would do would be.....
because.....
Please answer in 25 words or less

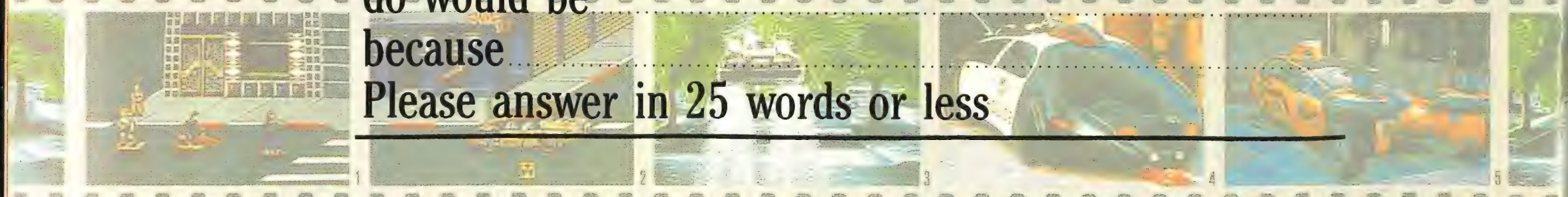


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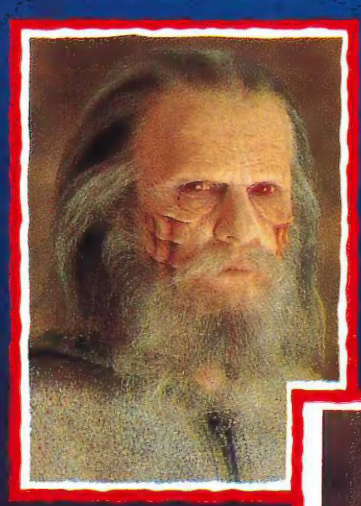
IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 SCREENSHOTS: Atari ST 4 & 5 Courtesy of MCA

Clive Barker's

NIGHTBREED



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ocean®

SILENT SERVICE II™

ACTUAL SCREEN SHOWN.

MICROPROSE

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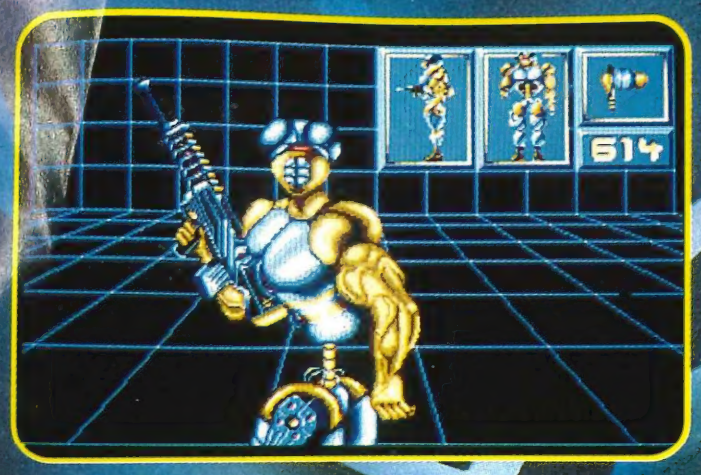
PARADROID 90



HEWSON

WRATH OF THE DEMON

ReadySoft Inc.

SEBERN